

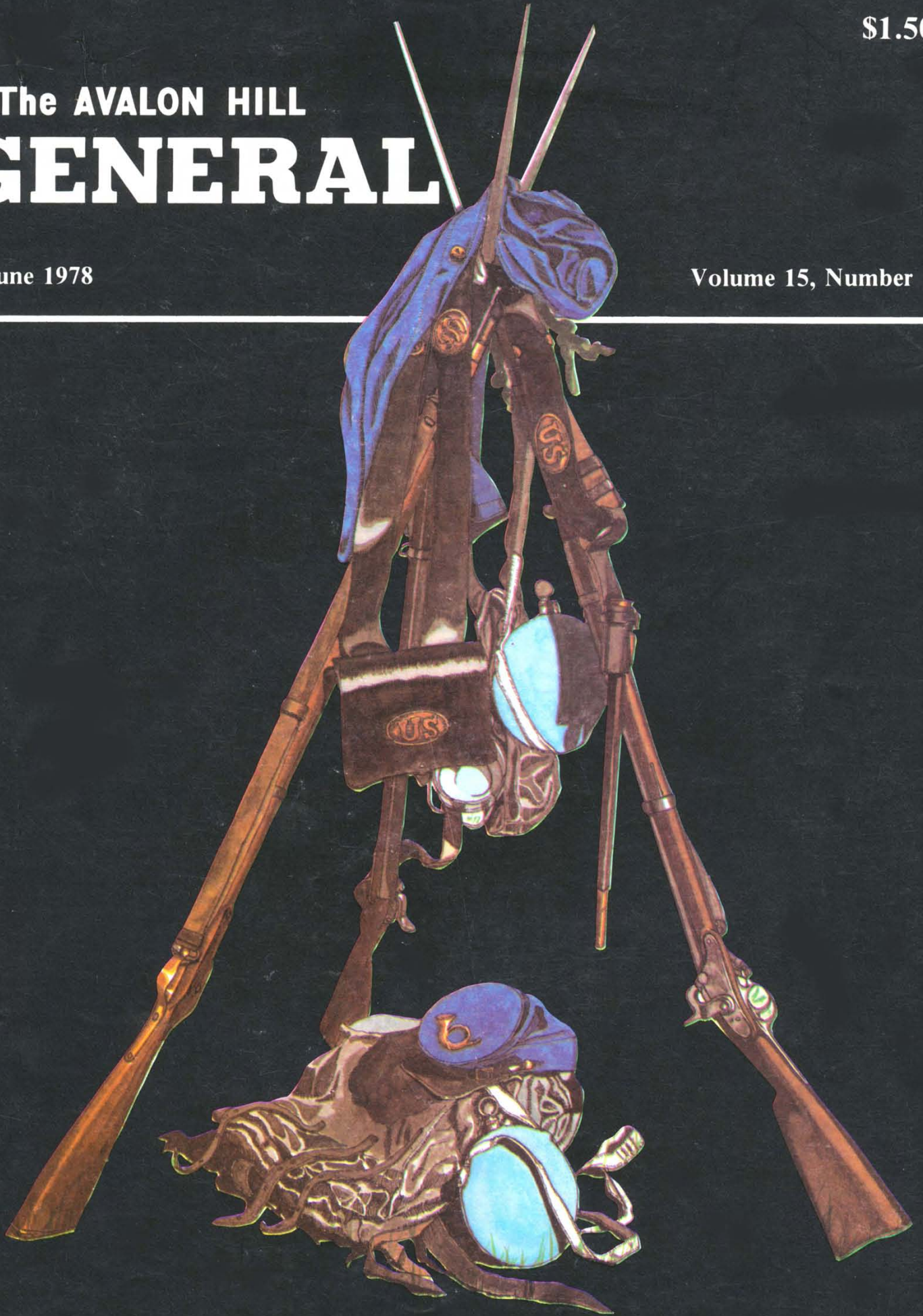
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The AVALON HILL  
**GENERAL**

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# ★ The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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## Avalon Hill Philosophy Part 67

Our attention has been drawn to a letter from Michael Zynski published on page 33 of the January/February 1978 edition of this magazine. The editor has been informed by Games Centre that the game ordered by Mr. Zynski was not despatched to him because he failed to put his address on his order or his follow up letter. Games Centre went so far as to institute enquiries through the postal authorities to try and establish his address, but without success.

Games Centre have confirmed that if they are advised by Mr. Zynski of his address, the game will be despatched to him immediately.

In the circumstances, any implication that Games Centre have acted other than entirely properly is much regretted and unreservedly withdrawn.

The above comes by way of an apology to Games Centre and the readership for a momentary lapse in good judgement. The decision to print the alluded-to letter from Mr. Zynski was made at the last minute while attempting to keep up with our perpetually late publishing schedule. Professional courtesy in such matters calls for a check with the accused supplier to see if there is any foundation to the claims being made. Extenuating circumstances were present, but do not constitute sufficient excuse for our action.

The subject touched upon in Mr. Zynski's complaint was a sore one because we had just heard that the perpetrator of the hobby's largest mail order sham to date, Liberator Games, had just returned to this country due to the expiration of the statute of limitations on mail fraud. This unhappy news, coupled with our failure to recall the connection of Games Centre with Graeme Levin's excellent *GAMES & PUZZLES* magazine led to our hasty action. Games Centre, by the way, runs a very reliable and complete mail order service for games enthusiasts with over 300 titles constantly in stock. As such, they are an exceptionally valid source for hard to locate foreign games and we urge readers looking for help in this area to inquire at their 16 Hanway Street, London, Great Britain W1A 2LS address.

There is a lesson to be learned by my unfortunate experience, however. Regardless of how bad things appear to be from one individual's viewpoint, there is always the possibility of a completely different view when approached through the other fellow's eyes. Mr. Zynski's letter is a case in point. His letter gives every indication that the writer is well versed in mail order procedures and extremely literate. The reader may well understand my dismissal of the notion that the writer hadn't included a return address, not only on his initial order, but on two subsequent letters of inquiry as well. Was he counting on a check perhaps bearing his address or an envelope too soon discarded to be sufficient? It was the alleged non-reply to Mr. Zynski's follow-up letters which convinced me his complaint was genuine and that perhaps he had latched onto a small time hobby shop dabbling in mail order sales which had since gone out of business. My failure to associate Mr. Zynski's Games Centre with the reputable firm connected with *GAMES & PUZZLES* and inquiring further with them was my mistake. Not including return address information was Mr. Zynski's error, and cashing a check for an order

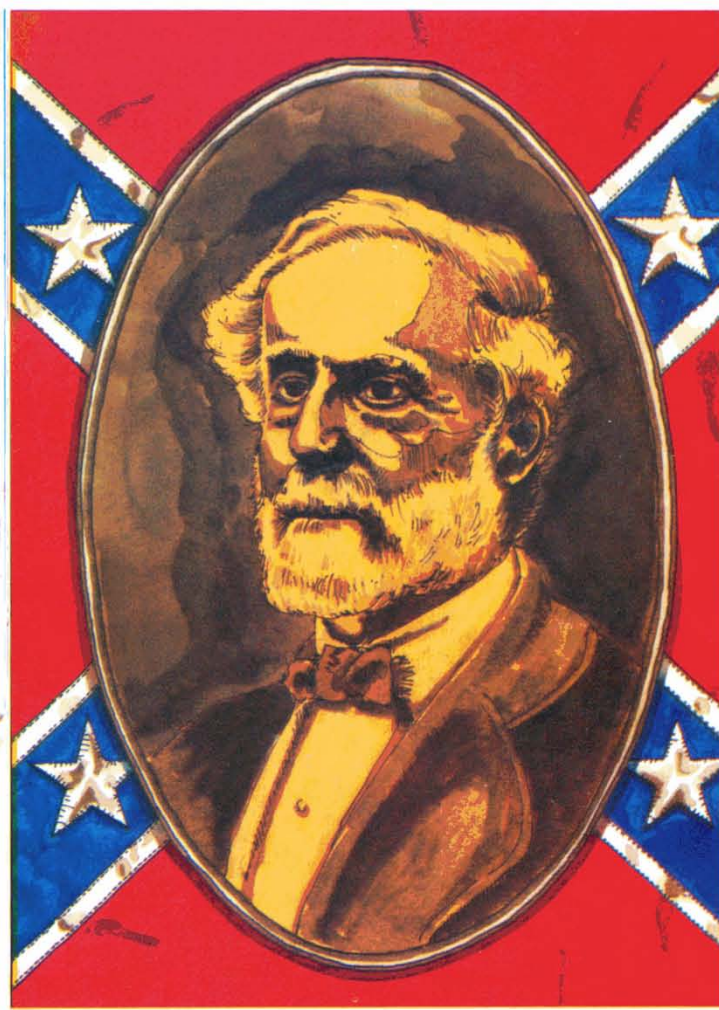
they could not fill was Games Centre's. The moral of this little story is that everyone makes mistakes, so perhaps we should all be a little more patient in understanding the other fellow's problems.

That's why I took Richard Berg's diatribe on *SQUAD LEADER* in a recent issue of *MOVES* without too much concern. Despite a taste for games at great variance with my own, I recognize Richard as perhaps the best critic the hobby has yet to uncover. His reviews are always witty, entertaining, and informative, if somewhat slanted towards his own particular preferences in game, or more aptly, simulation design. As such, I had no qualms with his review of the game, indeed, I found myself agreeing with much that he had to say. Unfortunately, at this point, Richard found it necessary to expound on the makeup of the Avalon Hill staff. Again, we can give Richard the benefit of the doubt and accept, or at least pardon, his definition of "original" or "rocky". We must, however, draw the line at accepting erroneous statements of fact which slough off an original AH design as an "acquisition". The only acquiring we've done with *TRIEMER* or "*WOODEN SHIPS & TIRED MEN*", as Richard humorously refers to it, is the abandonment and subsequent re-design of three different game systems—all original innovations from Richard Hamblen's pen. Now all of this is hardly grounds for a Holy War and no offense is meant or taken. Berg, however, made the mistake of being carried away with the need to document the premise of his article, and, in so doing, left the safe confines of the critic's subjective opinion to make statements of fact. A statement, which unfortunately, had no basis in reality. Rich should have picked up the phone and inquired into the nature of the design before leaving his readers with a totally false piece of information. So everybody makes mistakes. My experience with Games Centre has left me more tolerant of other's shortcomings.

Nowhere is this in greater evidence than our conduct of the AREA player ratings. Not a month goes by that someone doesn't feel the need to register a complaint against a fellow AREA member. How many of these complaints could be resolved amiably between the parties involved with a bit more understanding of the other fellow's position and a more mature attitude is anybody's guess, but it is a cinch that the situation could be improved. Not that AREA is composed of a bunch of cry babies. . . far from it. Two dozen ejections out of total field of nearly 4,000 speaks well of the general maturity of the hobby. Five years ago this rate would have been far worse, but as the hobby grows older its advocates are becoming more mature. Still, there is room for improvement. The main purpose of AREA is to provide a pool of reliable and mature opponents—not to see who can amass the most rating points. Unfortunately, a few people have seized upon the latter as their prime motivation for AREA participation. It is a pity that these people will never truly fully realize the pleasure of pbm competition with an amiable and sportsmanlike opponent due to their constant state of readiness to accuse the other fellow of wrong doing. My own AREA matches with good friends Tom Oleson and

Continued on Pg. 31, Column 1





## ADVANCED GETTYSBURG

By Jack Joseph

The American Civil War is historically unique. It is the only time that a large segment of a well established nation attempted to secede and form an entirely separate country. It was not a rebellion or revolution as such since the Confederate states believed that they had a perfect constitutional right to go their own way; the border state of Kentucky even made a stance of neutrality stand up for awhile. This position was accepted by some foreign governments. England was prevented from recognizing the Confederacy by the Emancipation Proclamation which made the Civil War a war against slavery. Ultimately it was a political war brought about by the inability of two groups to compromise any further. In effect, the Civil War was the final chapter of the *Federalist Papers*, finally settling which level of government would be supreme, federal or state.

The Civil War is also important in the narrower context of military history, producing important changes in both the art and science of war. On the technological side, the most important single event was the battle between the *Monitor* and the *Merrimac* which, practically overnight, made every wooden warship in the world obsolete and introduced the revolving armored turret to naval warfare. Less dramatic but equally important was the growth of the influence of railroads on strategic planning, both as objectives and as essential lifelines

for the maintenance of an army. In the broad field of strategy the Union commander William T. Sherman amply demonstrated the value of strategic destruction of the opponents economic base as a prelude to victory. In the narrower field of tactics the Southern general T. J. "Stonewall" Jackson showed future commanders what could be accomplished by a numerically inferior army through superior mobility. Surprisingly, all of these innovations came out of a war in which the basic combat formation was little changed from the line which Wellington used to defeat Napoleon fifty years before.

The battle that most people think about when considering the Civil War is Gettysburg. It is the largest battle ever fought in North America and has been etched into every American's psyche by Lincoln's speech and Pickett's charge. This makes it the logical choice for any study of the strategy and tactics of the period and has been the subject of several board games over the years. Besides the subject matter, the one element that all of these games had in common was a lack of the "feel" of Civil War combat. The problems of getting a column of marching men into a line of fighting men was absent. The problems of a general trying to coordinate thousands of men over many square miles with mounted couriers as his only means of communication were missing. The two most notable absences, the two aspects that give Civil War

combat its unique "feel", were the influence of a specific commander as an individual, with all his good and bad qualities, and the effect of two lines meeting and blazing away at each other. The advanced game in Avalon Hill's new *GETTYSBURG* presents these problems to the game player and gives him several innovative systems to allow him to work out his own solutions.

The most interesting aspect of the game is the disorganization and casualty point system and its effect on a unit's combat value. The various tables used to determine point losses are rather complex and the bookkeeping required to keep track of losses can be a bother sometimes, but the end result is well worth the effort. What may seem strange at first is that disorganization points have a greater immediate, though temporary, effect on a unit's combat worth than casualties. This may well be the most historically accurate system in the game. A unit could, and often did, lose much of its value through a variety of factors other than casualties. Even veteran units could break and run if their cohesiveness was lost. The disorganization point system is an excellent way of bringing this facet to the game. The casualty point system is more straightforward given that each strength point represents a certain number of effectives and all these effectives must be eliminated to lose a strength point. The four levels of experience accurately



portray the varying qualities of troops present in both armies. The current experience level chart, tied in with the disorganization level, is a very good method of reflecting the various stages of effectiveness that a unit would go through in the course of a battle and how each stage effects its combat worth.

One of the most difficult things to assess and apply to a combat game situation is the effect of an individual commander on his unit. There are many factors to consider and correlate when attempting to quantify this effect, the two most obvious being how good is he at controlling his men so that they got where they were going as a cohesive unit and what effect did he have on his troops in combat. These two factors are vitally necessary in any attempt to capture the "feel" of Civil War combat. It is a commander's ability to lead his men to and into battle that makes him valuable and the varying abilities of the commanders were more important in the Civil War than the present day. It is these two factors that have been missing in prior Civil War boardgames and that Avalon Hill alone has added. The method used for adding these factors works well within the game system and allows an individual commander's presence or absence to have a definite effect. The values attributed to each commander may be open to disagreement depending on your viewpoint as they are only the latest in a series of interpretations of that individual's worth. The important point is that each commander has an effect on the overall performance of his command and the right man at the right place at the right time can change a battle.

The movement system, called the activity determination system, seems a bit strange at first. What a unit does or how far it goes is not a simple matter of expending movement points, but is tied in with a three phase movement segment. How many activity points a unit can use (activity points being roughly equal to movement points) depends on which phase it uses them in. This forces a commander to juggle his various phases among his units so that they all arrive at their destination as an organized force. This system is an excellent method of recreating a commander's problems of trying to control and coordinate large bodies of men with the contemporary means of communication. It is also one area where the value of the individual commanders become evident. The better the commanders, the more brigades they can control; the more brigades each commander can control, the fewer commanders to be controlled; with fewer commanders to control there is less juggling of movement segments and this simplifies the top commanders job. This phase of the game is made even more interesting because if a unit uses more than a certain number of activity points it receives disorganization points. Thus if a commander rushes his units into action they will arrive in poor shape to do anything once they get there. This forces a commander to be even more careful how he moves his units so that he will not be forced to bring any of them in on the run. All this taken together necessitates that a commander plan not only his basic moves, but his sequence of moves, so that his units arrive where he wants them, when he wants them and in condition to do what he wants them to do. Tied into all this is the seemingly simple problem of how, where and when to change a column into a line of battle. If a commander isn't thorough in planning his movements he will find himself unable to carry out any plan.

All of these systems taken together form a framework within which one can get a "feel" for Civil War combat not available in a game system other than miniatures, but on a scale much larger than miniatures would allow. One is presented with the problems of coordinated movement of troops

with inefficient communication, the influence of varying qualities of troops and commanders, the physical and moral effects of combat and a variety of other problems caused by combinations of these. Each commander is given the same set of problems and the same set of rules; it is up to them how they utilize their forces to accomplish their objectives.

Before discussing the opposing armies with their strengths and weaknesses it would be in order to give a little bit of background to the battle of Gettysburg: why it happened at all and why it happened where it did. Such a discussion will also explain why the two armies enter the game in bits and pieces instead of as a whole.

In May of 1863 the Union Army of the Potomac had been driven from the battlefield by the Army of Northern Virginia at the battle of Chancellorsville. What made this defeat more noteworthy than the others was the Union commander, "Fighting Joe" Hooker, was a proven combat leader when he took command, a record that previous commanders had lacked. He had produced and started to execute an excellent plan, but failed to follow through. Lee took the initiative away from him and following a brilliant and daring flank maneuver by Jackson had driven him back across the Rappahannock River near Fredericksburg. Unfortunately Lee needed to do more; he needed to threaten the North to try and force Grant to release his stranglehold on Vicksburg. In an effort to do this Lee pulled his army out of its positions facing Hooker and sent it north up the Shenandoah and Cumberland Valleys to threaten Washington, Baltimore and Pennsylvania. Hooker quickly detected this move and began to send his army north, either to intercept Lee or operate against his lines of communications, but was replaced by Meade before he could follow through. Meade continued the northward drift of the army, but in a more defensive posture. By this time both armies were spread out, the Army of Northern Virginia roughly in a line southwest from York, Pennsylvania, the Army of the Potomac in a rough north-south line to the south. Both commanders were "blind": Union cavalry was unable to penetrate Confederate patrols while Jeb Stuart was blundering about in the rear echelons of the Union forces in an attempt to repeat his ride around the Union army of the Peninsula Campaign. A battle was inevitable, the location was a matter of chance. The town of Gettysburg was a locally important crossroads and Lee was apparently attempting to reunite there. A Union cavalry general had also recognized the town's importance and had posted two brigades there. Thus the stage was set for the two opponents to stumble into each other and the rest, as they say, is history. A recounting of the battle itself is beyond the scope of this article. Suffice it to say that the Army of the Potomac won a tactical and strategic victory, but at a tremendous cost. It had been so badly used up that Army of Northern Virginia was allowed to retreat practically unmolested back to Virginia. The battle ended the last great offensive thrust of the South and, with the surrender of Vicksburg on almost the same day, was the beginning of the end for the South. A Confederate victory at Gettysburg would not have saved Vicksburg, but it could have ultimately saved the Confederacy.

The next step in this review of *GETTYSBURG* is a comparison of the two opposing armies, as organizations, and how these differences are evidenced in the play of the game. At first glance the Confederate army would seem to be superior in this respect. Their army is more compact with fewer corps, divisions and brigades while the total difference in numbers between themselves and the Union army is small. Their divisions, with the attached artillery, are a better balanced force. Their corps are bigger and have more artillery than their

Union counterparts. Unfortunately, leadership negates much of these advantages. First of all, none of their corps commanders can handle all of their brigades in line and one can't even handle one of his divisions. Three of the ten divisional commanders are unable to control all of their brigades and there is little capacity for switching brigades since most of the other commanders can control little more than their own units. The end result is that the Confederate commander usually ends up with an abundance of independent brigades on the board, further complicating an already difficult command situation. If a divisional commander is incapacitated it will probably mean that most of his brigades will end up operating independently and the loss of two commanders in one corps can virtually cripple that corps' ability to maneuver as a whole. Even the Confederate advantage in attached artillery is more apparent than real. Without a central artillery reserve the Confederate commander cannot hope to offset the large Union artillery reserve. Should the Union commander commit his reserve en masse to a particular segment of the battle, the Confederate player will always be heavily outgunned.

Conversely, the Union army seems to be the more difficult to handle. There are twice as many units on all levels to coordinate, thus there should be twice as many opportunities for foulups. There is also twice the flexibility in maneuver and a reduction in the overall effect of severe damage to any one unit. The possibility of coordination problems is greatly reduced by the Union leadership: only one of the twenty-two divisional commanders is unable to control all his brigades in line; one of the corps commanders can handle his entire corps in line of battle and the remaining corps commanders can handle at least one of the divisions. There is usually enough excess "coordination factors" in a corps to handle most brigades left leaderless by incapacity to their divisional commander. The Union artillery reserve gives their commander the ability to outgun the Confederate artillery on any one sector of the field.

In view of all this it is obvious that the Confederate commander has the more difficult task. His army is smaller in men and artillery, less flexible in maneuver and weaker in leadership. He has a definite edge in average unit experience. His best weapon is that the Confederate is "fustest with the mostest" on the field. He must strike hard and fast while he has this edge, while the Union player must keep him off the ridge until the remainder of the Union army arrives.

The next step is to study the individual units themselves in order to determine which units are best suited for which tasks. In most board games this is primarily a matter of comparing such numbers as attack, defense and movement factors. The units in *GETTYSBURG* don't lend themselves to such simple analysis since such factors as leadership, command control, assigned artillery, attached artillery and experience levels of the troops must be considered. To provide a basis for comparison each division was evaluated and ranked in Strength Points (SP), Effective Strength (ES), Line Strength (LS), Leadership Rating (LR) and Attached Artillery (AA).

Strength Points is the total of the Strength Points with which each brigade in a division enters the game. It is the most basic and easiest method for comparing two divisions.

Effective Strength is a function of the various experience levels of the troops comprising a division. To determine the ES of a unit, multiply the SP of each brigade in a division by that brigade's basic experience level: veteran X4, seasoned X3, experienced X2 and green X1. These figures added together will determine the Effective Strength of that division. The multiple assigned to each



experience level doesn't reflect its relative value but merely serves as a handy method for quantifying the values of these levels.

Line strength is a function of a divisions' size and effective strength. It is determined by dividing a division's SP by 8 (6 for cavalry) and then dividing this number in that unit's ES. This will give you the average ES of that unit's full strength battleline marker and is intended to give some idea of the "thickness" of a divisions line.

Leadership Rating is more complex, being a combination of a specific commander's command and control ratings and his leadership rating. It is intended to give an idea of that commander's worth to his specific command. Each corps commander is awarded 3 points for controlling his entire corps in battleline, 2 points for controlling more than one division, 1 point for controlling any one of his divisions and -1 if he cannot manage even that. Each division commander is awarded 1 point for *each* brigade that he can control in battleline over and above his own, 0 points for controlling his own division and -1 if that is beyond him. Each corps and division commander is awarded 3 points for a leadership rating of 6, 2 points for a rating of 5, 1 point for a rating of 4 and 0 points for a rating of 3. Control points and leadership points are totaled to determine leadership rating.

Attached artillery is simple addition. For each corps, and each Confederate division, count up the number of guns assigned directly to that unit. Do not count artillery assigned to army reserve for corps, or corps reserve for divisions.

To determine a unit's overall value within its own army total the rankings in each of the categories and subtract Leadership ratings, since a good commander can offset weaknesses in other areas. Below are the tables containing the final rankings for each army and the component evaluations used to determine that rank.

Of all the categories Effective Strength is the most important since it includes the number and quality of troops comprising the division. A division's rank in Effective Strength usually closely parallels its overall rank. When they don't match a look at the SP column will tell you why. For example, Gibbon's division of the Union II Corps ranks 5th in ES but 9th overall. It has a small SP and therefore is made up of high quality troops, a candidate for spearheading an assault. Another example is Rodes' division of the Confederate II Corps; it ranks 3rd in ES but 6th overall. It has a large SP and therefore is made of mediocre troops. Another good indicator is Line Strength, which can also be used to compare units from the two armies against each other.

To determine corps rankings total the divisional rankings of each corps, divide the result by the number of divisions in the corps (due to two small Union corps) and add the corps commander's Leadership rating. The LR is added in this instance rather than subtracted because the corps commander is adding his effectiveness to the corps, not counteracting weaknesses in a division. Below are the corps rankings for each army.

Union: 1) III, 2) VI, 3) I, 4) XII, 5) II, 6) Cav, 7) V, 8) XI

Confederate: 1) I, 2) II, 3) III

What good are all these numbers? Of themselves, none. What they can do is provide some hints on how to handle specific units. For example, the Union player can determine that his three strongest corps must be handled in three different ways. The III Corps is comprised of two equally strong divisions which can be used for the same tasks. The VI Corps, however, has one relatively weak division coupled with the two strongest. If he plans to use it as a corps, and all corps should be, he must be

## Union Army

Division & Corps	Rank	SP	ES	LS	LR
Wright (VI Corps)	1	49	132	22	2
Howe (VI Corps)	2	41	145	29	2
Birney (III Corps)	2	55	131	21	1
Humphreys (III Corps)	4	56	133	19	3
Wadsworth (I Corps)	5	35	124	31	3
Kilpatrick (Cavalry)	6	40	120	20	3
Williams (XII Corps)	7	43	102	20	0
Geary (XII Corps)	8	42	102	20	0
Gibbon (II Corps)	9	27	125	41	3
Ayres (V Corps)	10	40	103	20	0
Barnes (V Corps)	11	35	96	24	0
Hays (II Corps)	11	44	99	19	1
Robinson (I Corps)	13	29	87	29	2
Newton (VI Corps)	13	46	92	18	2
Doubleday (I Corps)	15	34	81	20	0
Caldwell (II Corps)	15	34	83	20	-1
Buford (Cavalry)	17	33	94	18	2
Gregg (Cavalry)	17	42	88	12	0
Schurz (XI Corps)	19	33	33	8	0
Barlow (XI Corps)	20	24	48	16	1
Crawford (V Corps)	21	32	32	8	2
Von Steinwehr (XI Corps)	22	31	31	8	0

## Confederate Army

Division & Corps	Rank	SP	ES	LS	LR	AA
Hood (I Corps)	1	67	216	27	4	19
Stuart (Cavalry) <sup>1</sup>	2	118	309	16	2	29
Johnson (II Corps)	3	69	192	24	3	16
Early (II Corps)	4	56	193	27	2	16
McLaws (I Corps)	4	66	198	24	2	16
Anderson (III Corps)	6	72	186	20	2	17
Rodes (II Corps)	6	81	198	19	-1	16
Pickett (I Corps) <sup>2</sup>	8	49	142	23	0	18
Heth (III Corps)	9	70	180	22	0	15
Pender (III Corps)	10	57	134	19	3	16

<sup>1</sup>includes Imboden's independent brigade

<sup>2</sup>does not include two optional brigades

careful that he doesn't jeopardize his position by misplacement of that weak division. The I Corps is an entirely different case. It is made up of one very good division and two mediocre ones. It is ranked third primarily because the corps commander can maneuver his entire corps in battleline. This corps would best be used in large scale maneuvers where command control and coordination are paramount. These are only a few examples of the type of information that can be obtained from these tables for both corps and division. You won't find the secret to victory in them but they may prevent you from making some serious blunders.

Brigades were not evaluated and ranked for a number of reasons. The primary one was numerical: there are almost one hundred brigades and to try and list them all would have been tedious. Secondly, the brigade is a straightforward unit; it is composed of one quality of troops and has no directly attached artillery and thus comparison is simply a matter of numbers. Finally, the brigade should always be used as part of a division.

Now that the armies and the units comprising them have been discussed, the next logical step is a discussion of what to do with them on the battlefield. The most logical area to discuss first would be the geographical objectives and how to go about seizing and holding them.

The key to the battle of Gettysburg is Cemetery Ridge. From its heights the artillery can dominate the ground to the west and south and it is necessary to hold it to have any hope of seizing any objectives to the north or south of it. The strategy for both sides on the first day is the north end of the ridge and Culp's Hill to the east. The Confederate army is in

the best position to take it since it has the balance of power at the beginning. The Confederate commander should drive all out for these objectives on the first day. On the other hand the Union commander must be prepared to sacrifice if necessary some of his early units in delaying the Confederates north of the ridge. He must buy time for the remainder of the army to move up the Emmitsburg and Taneytown roads and take up positions on the ridge.

Whichever side can seize and hold the majority of the ridge first is in a commanding position. They can assume a basically defensive posture for the remainder of the game. If neither side can seize control of the ridge the game will become a contest for the ridge. In most games the battle will break down into three phases: the race for the north end of the ridge, the contest to seize the entire ridge and the loser of the contest to drive the winner off. The winner of the first phase will be the odds-on favorite to win the second phase. The winner of the second phase would be heavily favored to win the third. Occasionally a game will never get past the first phase, though it is more likely that a game would progress at least as far as the second phase. A game between two equally competent players may very well not reach the third phase.

Having discussed the background to the battle, the opposing armies, the various units and the basic geographical objective, the next and last area to discuss is tactics. They are the real basis of winning or losing.

The cardinal rule, in attack or defense, is don't get flanked. Even a veteran brigade can break and run if hit from two or three sides at once. For the defender this is primarily a matter of the length and



position of the attacking line. If his line is going to be outflanked, he must either pull back or extend his line to cover his flanks. For the attacker it is primarily a matter of command control. Assuming one doesn't attack a line that will outflank your own, the only way for an attacker to be outflanked is if one of the attacking brigades doesn't advance in conjunction with the others. The best way to prevent this is have all attacking brigades under one commander. Barring this, the fewer commanders involved in the attack the fewer chances there are of one segment failing to conform. This facet of the game is why the better commanders, the ones with good command control, should be kept out of the battleline except for pivotal assaults. Keep them back but within command control distance so that they can coordinate attacks. This phase of the game is where independent brigades can really foul up the works since trying to get them to conform their movements with the main body can be a real problem.

The second most important point to remember is that disorganization can effectively eliminate a unit, if only temporarily, long before it can be physically wiped out. From level 5 on it cannot attack, but before a unit reaches that stage it should be pulled back for reorganization. If that is not possible try and place that unit in the least vital sector available, but don't forget and leave it there. Pull it out as soon as possible; if your opponent is watching carefully, you may find that the unimportant sector where you have been sending your units for R & R is suddenly very important. The night turns are an excellent time to reorganize units but are just as important as a time for maneuver, to set up your next day's positions. Never, repeat never, allow a unit to accumulate so many disorganization points as to be ineffective for the remainder of the game. Add two "nevers" for the veteran units.

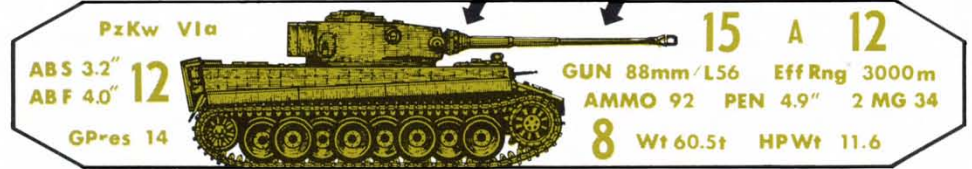
Artillery plays an important role in the game so guard them carefully. They are best used in a stable situation to either chew up an attacking line or soften up a defending one. Artillery is best used in masses so keep the corps and army reserves intact. When attacking, silence the defending batteries first. When defending, concentrate on the infantry. A battery or two can be used to support an open flank but only when absolutely necessary. In a fluid situation keep them limbered unless planning to hold a position for at least two turns. Horse artillery is very valuable. They can precede an advancing column to pin down any opponents. They can delay a pursuing column. They can even be used for sniping: run a battery out, fire a few rounds and then run like hell. Be very careful when using them for any of the above; being fired at by your captured artillery is very bad for morale.

The cavalry in this game is like a good-looking blind date: you're glad to have it but not quite sure how to handle it. The traditional roles of scouting and raiding don't apply. In column it's faster than infantry but spread out. In line their speed is the same as infantry but their lines tend to be "thinner". The best use is probably that of a mobile reserve; shoring up a weak spot or exploiting an unexpected opening. They can be used to make a fast outflanking move but are hard to form quickly into a line. The optional charge rule is strongly recommended.

You now have all the tools and a few suggestions on staging the greatest battle of the Civil War. You also have most of the headaches suffered by the Civil War commanders. This is your chance to find out why, in all those old pictures, Civil War generals looked so damn unhappy.



# DESIGN ANALYSIS



## GETTYSBURG

By Mick Uhl

When I was first approached to redesign *GETTYSBURG*, it was with a tacit understanding that it would be a short-term project on a difficulty level of *CHANCELLORSVILLE* or *BATTLE OF THE BULGE*. The logic for this approach was quite simple. *GETTYSBURG* had been in the line for 18 years and a new game with this title just would not command the attention or the sales that a new game on a new subject would receive. It was a Civil War battle, an era of military history that hasn't succeeded in being easily translated into a game. It is hard to get a handle on anything about the Civil War other than personalities. There was no significant revolution in armament or tactics and it is just far enough in our past to lose touch with contemporary identification. It has its following, but it is small when compared to the World War II, contemporary, fantasy and science fiction lobbies. Yet a quick glance will show that *GETTYSBURG '77* turned out to be anything but another *CHANCELLORSVILLE*. This article is in response to all those who have asked why *GETTYSBURG* was designed in the way that it was.

The first question that might be asked is why did I buck authority and proceed along the lines that I did? My major argument against the simple approach was why redesign the game at all, if the new project was not going to significantly improve the game and bring it up to the current level of the state of the art. There had been two previous attempts at updating the game and both were less than successful. A third attempt that would be out of date before it was even released seemed totally wasteful to me. Even more so, I felt the need to present a tactical Civil War battle with at least a modicum of accuracy. The initial plan was to design *GETTYSBURG* as two games. The Intermediate game would be a simple playable game similar to *CHANCELLORSVILLE* in both complexity and historical accuracy. The Advanced Game would be designed to accurately present the tactics and history of the battle with an emphasis on color. The Basic Game was inserted near the end of the design only after it was pointed out that the title *GETTYSBURG* is a popular choice for many people just starting in wargaming. Whether or not the Basic or Intermediate Games have succeeded with the public I have yet to gauge since consumer response has almost totally been concentrated on the Advanced Game, much of it by Civil War buffs and other history nuts who have raised many questions as to my rationale in design decisions.

### MAPBOARD TERRAIN

Certainly the most conspicuous item that one sees when first opening the game is the mapboard, a multi-colored treatment that seems better suited for hanging on the wall than a surface on which to move counters. It does seem rather more complex than it necessarily needs to be. This presentation, though, permitted me to make three statements about the battle which I considered significant: 1. the subtle influence of elevation in combat; 2. the importance

of small sections of terrain in combat, troop position and line of sight; and 3. the general terrain contours of the battlefield as a basis for study of the actual historical movements of the units. It also permitted me to present the battlefield in its historically pristine setting. The base map used for the mapboard was the General Warren (Chief of Engineers of the Army of the Potomac and the hero of Little Round Top) survey of the battlefield done in 1868 and 1869. The mapboard is actually a reduced copy of this survey with refinements from photographic analysis and the descriptive comments of the participants. Altogether, the mapboard is a very accurate representation of the battlefield as it existed in early July, 1863, and, as such, has an inherent value in itself as a historical reference.

The emphasis of elevation levels on the map was intentional, and desired. Anyone who has visited the Gettysburg battlefield or practically any other Civil War battlefield, for that matter, will quickly realize that many significant actions occurred over apparently insignificant terrain. Standing on the crest of Cemetery Ridge, one is struck by the gradual descent of the slope. In fact, it seems as though one is on level ground. Yet, it was against this bastion that the ill-fated grand-charge of Pickett and Pettigrew was launched. Why was a charge of 15,000 men violently repulsed here when on the previous day an attack against the Little Round Top-Devils Den-Peach Orchard line by 14,000 of Longstreet's men was successful. A tour of that section of the battlefield shows that the defending Union lines there were on much higher ground than the attacker. Evidently, there must be more to influence combat than just defending or not defending on a hill or a ridge. By instituting different elevation levels, I hoped to illustrate what I concluded were the significant factors which determined the success or failure of an attack.

When comparing Longstreet's attack with Pickett's and Pettigrew's charge, there is one crucial difference in the preparation of the attacks that doomed one to failure and vaulted the other to success. Pickett's charge was launched from three quarters of a mile to a mile from Cemetery Ridge. The line of attack was across open ground with no cover. The Union artillery and battlelines had a completely open view of the attack. Any assault over this terrain is bound to lose most of its momentum by the time it reaches its objective. In contrast, Longstreet's assault of the previous day was formed barely one quarter of a mile from the enemy lines. Much of the attack was made in partially wooded and rough terrain that prohibited the defending lines from coordinating against successful breakthroughs. The attacking Confederate lines had enough momentum after hitting the defensive line to throw it back and to continue the drive. Only a hastily formed artillery and infantry line at the base of Cemetery Ridge and Little Round Top finally forced the attack to sputter to a halt.



Even though the Round Top-Devils Den-Peach Orchard defensive position was on substantially higher ground in relation to the attacker's positions than the Cemetery Ridge line, it was a weaker position because its field of fire was limited and obstructed. This allowed the Confederates to form their battlelines closer to their objective. Because of the open plain in front of Cemetery Ridge, the Confederates were forced to form for attack there at a very disadvantageous distance from their objective. In history, it wasn't the elevation of the defensive position which was most significant in halting an attack. It was the field of fire that the defending infantry and artillery lines enjoyed. Lee did not have an elevated defensive line at Cold Harbor but, with a totally clear field of fire, he inflicted the highest casualty rate on the attacking forces suffered by any army in the war (7,000 casualties in 20 minutes). Many other examples can be presented in which field of fire was of supreme consequence in the determination of victory or defeat; the stone wall at Fredericksburg, the rail cut at Second Bull Run, the entire defensive line at Antietam, to name a few.

Within the context of field of fire, the true value of elevated terrain becomes apparent. Unless at the Bonneville salt flats or the North African desert, no terrain is perfectly flat. There are slight undulations in which regiments and brigades can reform under partial cover to continue their advance. In fact, this is precisely what some of Pickett's men were able to do during their assault. Yet if the defensive position is on slightly higher ground, most of the undulations disappear. Combine a good field of fire with some elevation and decent cover and you have an extremely formidable defensive barrier.

In the game, high ground is important only insofar as it relates to field of fire. It does not convey an inherent defensive advantage just because it is high ground. A defender's bullet does not become twice as potent nor does his rate of fire improve because he is on a hill. A defender on higher ground, especially with artillery, does extend his field of fire forcing the opponent to start his attack farther away. In this way, the elevation of Cemetery Ridge, Seminary Ridge and Oak Ridge is in proper relation to higher elevations of Culps Hill, Oak Hill and the Round Tops, without having to magnify their true features to conform to a Terrain Effects Chart.

Along with slight changes in elevation, small areas of terrain played a significant part in the battle. If you follow the line of Oak Ridge south of Mummasburg Road (hex H38) you will see a small line of trees running along its crest. Not particularly outstanding in relation to the other terrain features on the map, but it was behind that line of trees that Paul's brigade, aided by Baxter and Cutler severely damaged Iverson's and O'Neal's Confederate brigades. Without the tree line, their advance and concealment could not have been accomplished. The small open area south of Culp's Hill (between hexes X39 and T39) was the scene of a gallant charge and bloody repulse of two Union regiments. The rail cut, where a good proportion of Davis' brigade was captured, is shown between hexes K34 or K35. Of course, one can include these important yet insignificant bits of terrain on the mapboard without going into the total detail of the *GETTYSBURG* map, but I felt that the game's function was not to emphasize terrain features in relation to their significance in history. What was significant in the actual battle does not necessarily have to be significant in your battle and, more importantly, what was insignificant in the actual battle may be of supreme importance in yours. Therefore, I demanded a universal consistency to all features on the mapboard.

The final piece of information that I wished to impart through the map was the importance of all of the terrain features in their inter-relation, and not just when viewed individually. In all other game maps, the designer must decide what features to include or not to include. He must isolate and rate a feature on his game map in proportion to its effect in the battle. What was important in the battle is important in the game; what was not important in the battle is deemphasized in the game. Using this approach, the Peach Orchard is presented as one area, Little Round Top is another, Benner's Hill is another and so on. Unfortunately, in many cases, seemingly isolated pieces of terrain have a more subtle interrelationship than might appear. During the Gettysburg battle there was made a far-reaching decision, the basis of which can only be understood by analyzing terrain interrelationships. Those of you who have a *GETTYSBURG '64* or other version mapboard may wish to open it up and compare it with the *GETTYSBURG '77* mapboard as you follow along.

By the morning of the second day of the battle, most of the Union Corps had arrived onto the battlefield. It was decided that the Union line would run from the southern end of Culp's Hill (hex W39); around its face; across to Cemetery Hill and south down Cemetery Ridge to Little Round Top (at hex KK26). Sickles' III Corps was to take position along the southern edge of Cemetery Ridge to Little Round Top (from hex CC30 to hex KK26). On most *GETTYSBURG* mapboards, the strength of this position appears perfectly obvious, yet Sickles was dissatisfied with it. He scouted forward and decided that a stronger line could be formed running from Devil's Den (hex JJ24) northwestward to the Peach Orchard (hex FF24) and thence northeastward along Emmitsburg Road to Cemetery Hill. Looking at the *GETTYSBURG '64* map or most other maps, one would conclude that there is no logical reason why he would make the move. The significance of his new defensive line is lost on these maps because they were selectively designed. Since Sickles did not fare well after moving his corps to this forward position, it can be concluded that the terrain there is not important and is therefore deemphasized on the map. Whereas Cemetery Ridge, from which an attack of 15,000 men was severely repulsed, is important and is emphasized on the map. If you look at the *GETTYSBURG '77* map, Sickles' move becomes far less mystifying. Since there was no selectivity in terrain features on this map, it becomes readily apparent that Sickles' move placed him on the true extension of the Cemetery Hill and ridge line rather than in front of it. Henry Hunt, probably the best artillerist in the war and one who had a trained eye for terrain, concurred that this line was a strong position. Unfortunately for Sickles, the direction of the Confederate attack plus the fact that his new position moved him out of effective support of other units, and not the position per se, caused his defeat. In *GETTYSBURG '77*, you are in the same position as your historical counterparts. Your movement and positioning are a result of your ability to analyze and select the superior terrain positions. You do not have it spelled out for you with dominating symbols and bold type.

#### UNIT COUNTERS

Proceeding from the mapboard, one next comes to the counters. I, personally, would prefer to pass them by, as they did not turn out the way I had wished. The production of these counters is a perfect example of Murphy's Law with an important corollary; "If anything can possibly go wrong, it will" and "The consequences of any mistake will always be out of proportion to its size". The graphics aside, each counter contains a lot of

information, some of it objective and some of it subjective, that rate the important strengths and debits of the brigade or leader that it represents.

I could use the remainder of this article just to expound on the care lavished in constructing the strength of each brigade and the composition of each battery. Suffice it to say, I used only primary sources when available. It is accepted in historical circles that there are gaps in each army's troop distribution that will never be filled. This is especially true of the Confederates. But the strengths that could not be accurately determined were reasonably estimated on the basis of much general information that is available. I took all the figures I could find and worked from there. I never relied on one source unless it was an actual battle report. The result is as accurate an order of battle as can be found in any one spot.

The experience level of each brigade was determined basically as a result of the brigade's performance at Gettysburg. Factored into this was the brigade's performance at Chancellorsville, during the entire Gettysburg campaign, and its general reputation. As an illustration of this procedure, Pettigrew's brigade (Heth's division) was composed entirely of new recruits and had not been battle tested, yet their strong performance against the Iron Brigade persuaded me to rate them as experienced. The excellent performance of both McLaws and Hood's divisions on the second day backed by Longstreet's comment that it was their finest performance in the war earned them all experienced or veteran ratings. On the Union side, I rated Harrow's brigade as veteran almost exclusively on the outstanding performance of the first Minnesota regiment which single-handedly broke the charge of Wilcox's brigade on the second day of battle.

Rating leader's capabilities is even more subjective and more liable to disagreement than measuring brigade experience. Each leader was rated in three categories; command control, command coordination and leadership. Command control and command coordination abilities are reflected in the number of brigades that a leader can control in movement or coordinate in attack. These two qualities could have been rated in other ways, e.g., variable attack effectiveness and activity levels, variation in command range, etc. I strongly feel that the system selected for the game was the best system and a valid measure of a commander's capabilities. As an example, a study of Longstreet's performance throughout the war indicates that he was capable of directing attacks of 15,000 or less men. If the attack contained more men, the excess always got misplaced or were late starting. Pickett's charge, which Longstreet organized, is an excellent example. A couple of Anderson's brigades who were to attack in support of Pickett never got started. Fifteen thousand troops did get in the charge, though.

Combat control measures the ability of a commander to move units and get them to be required location at the proper time. A commander like Sonewall Jackson, who was virtually an independent commander most of his career, was particularly capable in this area. In the overall view of a commander, this is his most important function. The success or failure of a campaign always hinged upon the ability of each commander to get his men to where they were supposed to be at the right time. It was the cement by which an army moved and fought together. Within the operational limitations of the *GETTYSBURG '77* time and distance scale, command control becomes less significant. A player must still consider control when attempting large scale flank maneuvers.



Combat coordination is probably the most important function in the game. Combat coordination measures the ability of a commander to prepare, initiate and coordinate an attack. Note this is not the same as command control. Certain generals were more capable in one function than another. For example, Stonewall Jackson was a master at moving large numbers of troops to their required position at the proper time (the Seven Days Battles notwithstanding). He usually left the preparations and conduct of the attack to his subordinates. Hood, on the other hand, was excellent in organizing an attack, but not so adept in moving large numbers of troops. A good rule of thumb indicates that the higher one rises in the command structure, the more important it is that he be able to control large numbers of troops. Hood's talents indicate that he would have been best left as a division commander. His abilities as commander of the Army of Tennessee later in the war left much to be desired.

A commander's leadership rating is, basically, the measure of the troop's respect for his ability. This is usually revealed in the confidence with which these men enter battle. Many leaders had an influence over their men which was all out of proportion to their actual abilities and other leaders, through quirks in their personality, inspired little confidence in their men even though they were competent commanders. It goes without saying, that in any competition, the attitude of a player, team or military unit as it begins the contest has a great deal to do with their final success or lack thereof.

When it came to rating the two army commanders, I purposefully left out control and coordination ratings. Not that Lee or Meade weren't capable of commanding troop movement and attack. Their function, though, was to set up and put into operation the battle plan for their Army. They could not, or would not, step down to command a segment of their forces. The actual movement and fighting of the troops were the functions of their subordinate commanders and for Lee or Meade to take personal command would be to subvert the structure of respect and responsibility between a commander and subordinate that was essential in building and maintaining an effective army.

## TROOP MOVEMENT

Converting actual troop performance into game terms resulted in some interesting and, if the mail feedback is any indication, controversial conclusions. Many people have questioned the lack of terrain restriction on movement. Initially, I had planned to put in some type of terrain restrictions. During the early stages of the design, though, I conducted tests entering and moving units on the board exactly as they had in the battle. The one interesting thing that I discovered was that, although a unit did not move across country a great deal, when it did, its march rate was not significantly slowed. In other words, I had trouble getting units to their proper place at the proper time when I instituted even minor terrain restrictions. My visits to the battlefield reinforced these conclusions. The terrain there is just not severe enough to be considered an impediment. Reading battle accounts of the area was even more conclusive. The accounts of cross-country marching indicated that the major difficulty was negotiating all of the fences dividing the farms. Units usually sent some men ahead to pave the way. Accounts of the rivers and creeks show that, although it had showered lightly at the start of the battle, it had been a fairly dry spring and summer, and the water level was very low. In fact, I read one soldier's story in which he stated that Marsh Creek was almost dry. At only one point on the battlefield did I read where troops had trouble

maneuvering because of terrain. Part of Johnson's division had to march across Rock Creek in column as it moved to attack the Federal position on Culp's Hill. This delay was due more to the rocky and woody nature of the area where they crossed than to the creek itself. It is difficult to maintain proper order in a battleline when marching across woody or rough areas. In the game, this should be and is reflected as increased disorganization rather than reduced movement.

If the terrain around Gettysburg is so mild, you may wonder why so much of the actual movement was roadbound. The influence of roads on movement can be more greatly appreciated when analyzing their long term effect. Troops marched on roads because:

1. It minimized their chances of getting lost;
2. It was an easy route for their artillery and trains to follow; and
3. It permitted them to move at a steady pace (which requires a smooth surface) which is of paramount importance when moving long distances. In a game the scale of *GETTYSBURG*, only the "lost" factor is of any relevance to play and, hence, the minimization of the effect of roads on play.

## COMBAT EFFECTIVENESS

The combat system of advanced *GETTYSBURG '77* evolved to illustrate what I considered to be the critical factors affecting troop performance in attack and defense. In most wargames, a unit's fighting strength is a measure of the number of troops it contains which may or may not be modified by its fighting quality. In *GETTYSBURG '77*, a unit's fighting ability is measured by its capability to maintain its organization under combat conditions. A unit in attack or defense can maintain its combat integrity as long as its movement and firepower can be effectively and efficiently directed to the emergency at hand. As soon as the organization begins to disintegrate, the ability of the unit to continue in combat begins to lessen. The primary measure of a unit's ability to maintain its organization is its morale and experience. One would expect the veteran troops of the Iron or the Texas brigade to maintain their formation under combat conditions for a much longer period of time than the inexperienced troops of Davis' or Schimmelfennig's brigade.

Casualties are not the only way in which a unit can lose its organization. Any attack becomes disorganized as the battlelines march to their destination. A brigade in battleline can become totally incapable of assaulting an enemy line even without receiving a single casualty if its march was of sufficient duration. It is just very difficult to maintain order in a battleline when it must move over long distances. This can be compounded if the attack is conducted over rough or woody terrain. A very effective strategy for a defender would be to position his line in front of the position being defended. In this way, even if the defending line is forced to retreat, by the time the attackers reach their original goal, their attack has become sufficiently disorganized to be ineffective. Whatever else could be said about Daniel Sickles' move of his III Corps to the Peach Orchard, by the time the attacking Confederate lines reached the Cemetery Ridge defense line, they were too worn out to make the final drive. It lost him a good portion of his and two other corps, but it saved the main Union line.

Once the importance of combat organization is recognized, the value of support formations in attack becomes apparent. I used to wonder why, during the Civil War, an attacking commander did not commit all of his available forces into an attack. As assault always seemed to be launched piecemeal as troops were sent in a little at a time. It went

entirely against all the principles of wargaming that had been drummed into me from the early days of *TACTICS II* and *D-DAY*. A Civil War commander realized that a unit had a limited endurance and, by forming support units, he hoped to have fresh troops available to exploit any opening created by the initial assault. If he sent all of his available forces at once, they may cause more damage to the defending line, but exploitation of any successes would be delayed as the attacking units took time to reorganize before continuing. The defender, of course, would take advantage of the delay to regroup on his own. This is exactly what occurred on the first day of Gettysburg. As the final Confederate assault against the Union line drove it off Seminary Ridge, they had no support units left to exploit the success. As a result, by the time the Confederates had reorganized their attacking lines to continue, the remainder of the Union forces were able to regroup and hold Cemetery Hill, a position which formed the cornerstone of their eventual victory.

Another design decision which has evoked some controversy was my decision to standardize the density of battlelines. In advanced *GETTYSBURG '77*, the standard strength of a battleline marker is 8 strength points (or 800 men per 250 yards). A brigade is permitted to concentrate on defense to more than 8 strength points per hex, but no brigade may ever extend their lines to less than 8 strength points per hex to cover a wider front. This limitation has been considered by some to be unrealistic. My decision to maintain a uniform strength density was intentional for the following reasons. When moving in battleline, troops were trained to move at a certain concentration (i.e., so much distance between each man in line.) This was important so that any voice command could reach all companies in a regiment. If a line were stretched, effective voice command would become difficult or impossible, resulting in loss of combat organization. On defense, an argument can be made to permit a brigade to defend on a wider front than normally allowed, but, again, the resulting loss of control would classify this as an emergency formation, used with the knowledge that the unit would not be able to reorganize after combat. If I had permitted brigades to extend their lines, gaps such as occurred between the Union I and XI Corps on the first day of battle, or between the II and III Corps on the second day, would never appear. The only situation in which I would accept extending a unit's front would occur if it were defending in an entrenched position where organization is not so important.

## OPTIMUM FORMATION

One of the first and most important decisions a designer must make when deciding upon the parameters of his game is selecting the standard formation for the unit counters. The chosen formation must conform to several priorities. It must not be so large that most actions in battle were performed by formations smaller than it or so small that it rarely operated independently. One attempts to select the largest formation which operated as an independent unit. In this way, the designer reduces the number of command decisions during a game to a manageable and meaningful level by assimilating those which deal with the standard operating procedure of lower formations into the structure of the formation selected. As an example, a regimental commander had the freedom to utilize the companies in the regiment in any manner he wished. But as a result of wartime experience and current doctrine, he rarely deviated from standard procedure when moving them in column or using them in battleline. There would be no reason to use the company as the standard formation, since they all operated as a unit within the regiment.



Most of the Gettysburg games already published have selected the division as the standard formation. One opted for the regiment, and advanced *GETTYSBURG '77* uses the brigade as its standard formation.

We can quickly dismiss the division as the optimum formation since most of the actions that occurred involved smaller formations. In fact, only once during the entire battle did a division initiate an attack as a single unit (Pickett's division in Pickett's Charge). The fact that the Confederates had only ten divisions in their entire army considerably limits the number of options that the Confederate player has.

The choice between regiment and brigade as the optimum formation is more difficult to determine. The regiment was the basic unit of combat and maneuver because it was the largest formation of troops that could be voice controlled by one person. The difficulty that arises in its selection as the optimum formation is that it is not the largest independent unit. The regiment almost universally moved and fought as part of a brigade unless it was ordered to special duties such as flank guard or train guard, etc. The standard doctrine employed by both armies utilized the brigade as the basic unit of combat and maneuver. Troop identity generally centered around the brigade to which they belonged rather than the regiment. A soldier felt himself a member of the Stonewall brigade or the Iron brigade or the Irish brigade rather than the 2nd Massachusetts Regiment or the 26th North Carolina Regiment. By using the brigade as the standard formation, the proper historical emphasis on the brigade is extended to the game.

#### ARTILLERY DAMAGE

There is one final design decision that I wish to cover in this article—the effect of damage to artillery. Contrary to popular belief, very few cannons were ever destroyed as a result of battle. A cannon is just a very difficult weapon to hit for one thing, and there was no effective round available to take it out. Most counter-battery fire was directed against the gun crews and the limbers and caissons parked behind the cannon. Artillery commands could and did call up replacements from nearby infantry to fill in the crew losses. This reduced the effectiveness of the cannon but did not knock them out of the fight. Enough destruction to the ammunition supply in the limbers and caissons, though, would force artillery batteries to retire. For this reason, artillery damage is taken as loss of ammunition rather than as loss of firepower.

#### CONCLUSION

Unfortunately, I do not have the space to delve into the *GETTYSBURG* design to the depth that I wished. I really have only scratched the surface. Perhaps in future issues of this magazine I can continue if the response to this article is favorable. I would just like to make one final statement. To cover the points raised herein with the analysis and detail necessary to do it justice would have extended this article to the length of a book. Brevity has forced me to simplify much of my argument. I did take many other factors into consideration to arrive at the same conclusions.



# SCENARIO GETTYSBURG

by James McLean, Jr.

Civil War games that are realistic, exciting, short, and capable of balanced, solitaire play have been practically non-existent. *CHANCELLORS-VILLE* is an excellent game; but, with a slow opponent, it can take 3-4 hours to complete. Square-Gettysburg, while remaining a fine introductory game, lacks the depth and realism sought by Civil War enthusiasts. Troop immobility in the original hex-Gettysburg prevents accurate times of arrival. Furthermore, when starting any of these games from the beginning, I find it difficult not to favor one of the sides. Fortunately, in *GETTYSBURG '77*, Avalon Hill offers the most sensible and realistic Civil War game on the market. Using their superb system, I have broken Intermediate *GETTYSBURG* into short, historical scenarios which are realistic, hopefully exciting, and capable of balanced, solitaire play.

Because Gettysburg was a very fragmented battle, it lends itself to a scenario approach. By fragmented, I mean that 1) combat from July 1 through July 3, though severe, was sporadic, and 2) the fighting that occurred at one location on the battlefield was often unrelated to the fighting in another. An example of this first premise took place July 1. After Wadsworth's division (Union First Corps) smashed the Confederate brigades of Archer and Davis (Heth's division), a 3½ hour lull occurred before fighting was resumed. In support of the second premise, activities of July 2 can be cited. The Rebel assaults on Culps Hill and Cemetery Hill should have been coordinated with Longstreet's attack on the Union left. However, they were not. As a result, none of the attacks were interrelated.

In the scenarios that I have developed, I have sought realism beyond mere historical deployment. As the advanced game indicates, the outcome of the battle of Gettysburg depended not only on the quantity of troops but also the quality of the men doing the fighting. Therefore, for those diehard wargamers who try to squeeze all possible realism out of a game, I suggest they use my Experience Factor Chart in conjunction with my Intermediate Gettysburg scenarios. Within the Intermediate Game Tables is a section on die roll modifications. The red numbers in the EFC represent situations favorable to the attacker; the black numbers indicate situations favorable to the defender. Zeros dictate no modification. Whenever two or more units attack or defend, the unit with the highest experience rating is chosen to determine the die modification.

#### EXPERIENCE FACTOR CHART

	blue — veteran	red — seasoned	black — experienced	green — green
blue — veteran	0	-1	-2	-3
red — seasoned	+1	0	-1	-2
black — experienced	+2	+1	0	-1
green — green	+3	+2	+1	0

#### SCENARIO I: JULY 1—THE FINAL PUSH

##### A. Historical Background

At 5 A.M. on July 1, 1863, Major General Henry Heth started his division of the Third Confederate Corps toward the little town of Gettysburg. His two leading brigades, commanded by Generals Archer and Davis, met stiff resistance in the form of Buford's cavalry brigades (Devin and Gamble) and Calef's Battery A, 2 U.S. Buford had recognized early the defensive value of the high ground south of Gettysburg. He was determined to hold out until the Union Army could arrive and take advantage of that terrain. From 8 A.M. to 10 A.M. his cavalry blocked the Rebel advance—first along Herr Ridge and then along McPherson's Ridge. Just as the Confederates pushed Buford's troopers off McPherson's Ridge, they were met by the leading elements of the Union First Corps. From 10 A.M. to 11 A.M., with the aid of Hall's 2nd Main Artillery, Cutler's brigade repelled Davis while Meredith's Iron Brigade demolished Archer. Losses in that hour were severe for both sides. The 76th NY (Cutler) lost 234 officers and men out of 370; the 147th NY (Cutler) lost 220 out of 380; the 6th Wisconsin (Meredith) lost 240 out of 420; and the 2nd Wisconsin (Meredith) suffered 38% casualties. General John Reynolds, Union First Corps commander, was killed near McPherson's Ridge while deploying the Iron Brigade. On the Confederate side, the brigades of Archer and Davis were so damaged that they were of little use to Heth for the rest of the day.

By 11 A.M., fighting had stopped except for sporadic artillery fire. Union First Corps divisions of Doubleday and Robinson arrived with the remainder of the First Corps artillery. Stone's brigade (Doubleday) was assigned along McPherson's Ridge, between Meredith and Cutler. Rowley's brigade (Doubleday) was placed at Meredith's left and rear. Robinson's division was stationed at the Lutheran Seminary for approximately an hour. During that time, breastworks were built. Later, the arrival of the Confederate division under Rodes prompted Robinson's removal to Oak Ridge.

At 12:30 P.M., the Union Eleventh Corps began arriving. Most of the corps was placed north of Gettysburg, forming a right angle with the First Corps. General Howard wisely placed the remainder—Steinwehr's division and two artillery batteries—on Cemetery Hill. Coster's brigade was later advanced from Cemetery Hill to meet the arrival of Confederate General Early's division. Thus, at 2 P.M., the Union First and Eleventh Corps faced the Confederate divisions of Heth and Rodes. The Nationals hoped to hold out as long as possible in order to allow the scattered Union army to collect itself around the high ground south of Gettysburg. But Early's division was rapidly arriving via Harrisburg Road and Pender's division, held in reserve by General Lee, was anxious to get into the fight. At approximately 2:30 P.M., Rodes began the attack that climaxed the first day's fighting.

##### B. Time: 2 P.M. through 7 P.M., July 1

##### C. Victory Conditions

- I. For the Confederate player to win, he must
  - a) occupy Cemetery Hill with one infantry unit by the end of the 7 P.M. move. That unit must be at full strength and be organized.



b) have more non-shattered, non-disorganized infantry units on the battlefield than the Union player.

2. For the Union player to win, he must prevent both conditions necessary for a Confederate victory.

3. Any other outcome is a draw.

#### D. Special Rules

1. Doubleday is now the Union First Corps commander. His reorganization value is 3. Those wargamers who favor "the might have been" situations could try keeping Reynolds alive.

2. All Union artillery is broken down into batteries. Advanced game artillery units should be used. Each battery has one step and one combat point. If a loss is incurred, the battery is eliminated.

3. A veteran (blue) unit is never shattered when it loses a step. It also never becomes disorganized.

#### E. Abbreviations

1. S: shattered
2. B: 1 breastwork marker
3. X: down 1 step
4. \*: artillery unit

#### F. The Confederate player moves first.

G. Reinforcements enter according to the Order of Appearance Cards.



#### H. Confederate Deployment

1. Q 24 Lane
2. Q 25 Archer-X,S
3. M 26 Perrin
4. O 27 Poague\*
5. K 27 Scales
6. K 29 Pettigrew
7. J 29 McIntosh\*
8. H 30 Thomas
9. I 30 Pegram\*
10. J 30 Brockenbrough
11. H 31 Garnett\*
12. I 31 Davis-X,S
13. F 37 Daniel
14. G 37 Iverson
15. F 38 Carter\*
16. F 39 O'Neal
17. E 40 Ramseur
18. E 44 Doles
19. with 3rd C. Hill HDQ
20. with 2nd C. Ewell HDQ

#### I. Union Deployment

1. I 39 Dilger\*
2. I 40 Wheeler\*
3. G 44 Wilkeson\*, Von Gilsa
4. U 36 Smith, B, Heckman\*, Wiedrich\*
5. N 34 B, Stevens\*, Hall\*
6. K 33 Reynolds\*, Calef\*
7. I 35 Stewart\*
8. O 31 Cooper\*, Rowley, B
9. M 31 Meredith-X, B
10. L 32 Stone, B
11. J 34 Cutler-X, S,B
12. I 37 Paul, B
13. H 38 Baxter, B
14. H 40 Schmilfng
15. H 41 Krzywzski
16. G 43 Ames
17. M 41 Coster
18. N 43 Devin
19. Q 28 Gamble
20. with 11th C. Howard HDQ
21. with 1st C. Doubleday (Reynolds) HDQ



### SCENARIO II:

#### JULY 2—LONGSTREET'S FIRST ASSAULT

##### A. Historical Background

The first day of the battle of Gettysburg ended with the Union army in control of the heights south of the town. General Longstreet felt the Confederate army should march around the Union right flank and select a strong defensive position between Washington, D.C. and the Federal army. "Old Pete" believed the National forces would then be compelled to attack the Confederates. Lee overruled "Old Pete" and opted to defeat the Federal army as it lay before him. However, the question remained as to who should deliver the decisive blow. A.P. Hill's Third Corps, based on its severe casualties of July 1, was useless for the day. When Lee confronted Generals Ewell and Early (Second Corps) about making an attack on July 2, they balked. Both generals felt that attacking Culps Hill and Cemetery Hill was impractical. When Lee suggested that they move to his right and attack, Early (a lawyer) protested. He claimed that troop morale would suffer if the Second Corps was forced to abandon ground over which it had fought.

Thus, Lee was left with Longstreet's First Corps. But Pickett's division and Law's brigade were not yet at the battlefield; and Longstreet was obviously not in favor of attacking. Nonetheless, Lee decided to go with his best—Longstreet. Although slow and methodical in deploying his men, "Old Pete" hit with sledgehammer force once he began.

Lee ordered Longstreet to make a concealed march to the left of the Federal line and, then, attack "en echelon" along Emmitsburg Road. This meant that Longstreet's right brigade would strike the Union flank. This would begin a chain reaction along the Confederate line. As soon as a brigade went into action, the unit on its left would attack. Lee was convinced this series of staggered blows would crumble the Union line.

Longstreet, permitted to await the arrival of Law's brigade, began his concealed march around noon. Lack of reconnaissance resulted in delays and countermarches. It was not until approximately 4 P.M. that "Old Pete" was ready. Hood, who scouted before attacking, reported that the Round Tops were unoccupied and pleaded that he be allowed to take them. Longstreet, cognizant of Lee's firm intentions, felt compelled to attack as planned.

However, there was another surprise! Earlier, Meade had ordered General Sickles to form his Third Corps on Hancock's left and extend it to the south of Little Round Top, "provided it was practicable." This was the line that Lee observed in the morning and expected to assault. Instead, Sickles decided it was not "practicable" and moved his corps, the Union army's left flank, to an exposed position. His left faced southwest from Devil's Den to Emmitsburg Road. There, his line formed a right angle at a peach orchard and, then, ran north along Emmitsburg Road. Before Meade could alter Sickles' faulty alignment, Longstreet's "en echelon" attack began. By nightfall, his two divisions and part of R. H. Anderson's division were to engage 18 Union infantry brigades in what "Old Pete" labeled the best fighting of any troops during the Civil War.

B. Time: 4 P.M. through 8 P.M., July 2

##### C. Victory Conditions

1. For the Confederate player to win, he must  
a) occupy KK26 and JJ27 at the end of the 8 P.M. turn, OR

b) penetrate two non-shattered and non-disorganized units east of Taneytown Road and north of hex row KK. They must remain there at the end of the 8 P.M. move.

2. For the Union player to win, he must prevent both of these conditions.

##### D. Special Rules

1. All of Longstreet's infantry units must be engaged in combat before those of R. H. Anderson may be used.

2. Since the burden of attack rests with the Rebel player, allow him to attack with a shattered unit. However, allow the defender a die modification of +1 if a shattered unit is the only force attacking.

3. Caldwell's division can only be moved if those of Ayres and Barnes have engaged in combat OR if two of Humphreys' brigades become disorganized or shattered.

4. Newton's division can only be moved if

a) Confederate troops occupy Little Round Top (KK26), OR

b) Confederate troops penetrate east of Taneytown Road.

5. Veteran units (blue) cannot be shattered or disorganized.

##### E. The Confederate player moves first.

F. There are no reinforcements. Ignore Order of Appearance cards.

##### G. Confederate Deployment

1. MM 17 Benning
2. MM 18 Law
3. NN 18 Henry\*
4. KK 19 Robertson
5. JJ 19 Anderson
6. GG 19 Eshleman\*
7. HH20 Semmes
8. EE 21 Wofford
9. GG 21 Cabell\*, Kernshaw
10. EE 22 Alexander\*, Barksdale
11. BB24 Wilcox
12. Z 26 Lang
13. Y 27 Wright
14. U 30 Mahone
15. W 28 Posey
16. with McLaws, Longstreet HDQ

##### H. Union Deployment

1. JJ 24 Ward
2. HH 24 Trobriand
3. FF 24 Randolph\*
4. EE 24 Graham
5. FF 25 Burling
6. DD 25 Brewster
7. EE 33 McGilvery\*
8. BB 27 Carr
9. DD 33 Fitzhugh\*
10. EE 29 Vincent
11. II 30 Martin\*
12. CC 30 Cross, Kelly
13. EE 31 Sweitzer
14. CC 31 Zook
15. BB 31 Brooke
16. Z 32 Hazard\*, Hall
17. Y 32 Webb
18. Y 33 Harrow
19. X 33 Smyth
20. W 33 Willard
21. DD 34 Tilton, Ransom\*
22. V 34 Carroll
23. DD 36 Burbank
24. EE 36 Day
25. DD 37 Weed, McCandless
26. CC 37 Fisher
27. CC 40 Wheaton, Eustis
28. DD 39 Shaler
29. with 3rd C.-Sickles
30. with 2nd C.-Hancock
31. with 5th C.-Sykes



# CONTENDING ARMIES

by Richard Hamblen

*Many words and many books have described the crisis that was passed on the Gettysburg battlefield, but all of them have suffered from the fault of isolating the battle—the historians' typical fault of concentrating on a great event itself and isolating it from everything that was going on around it. This is a fault because a great battle is not an island; the great event is connected timewise with the mundane events that happened just before, and the great event is connected in space with all of the minor operations that were going on nearby at the same time.*

*In order to understand the Battle of Gettysburg, it is necessary to put it into context, for the battle was not a simple aberration that sprang up without connections to the world around it. The battle of Gettysburg—why it was fought, and why the armies had the strength they had, and why the battle turned out the way it did—had its roots in the immediate past and in the circumstances in Virginia when the campaign was taking place.*

*This article will not attempt to discuss the battle itself, for that is a long story that has been often told by excellent writers—Coddington's *THE GETTYSBURG CAMPAIGN*, Bruce Catton's *GLORY ROAD* and D.S. Freeman's *LEE'S LIEUTENANTS* (Vol. III) are three examples of good accounts from different points of view. If you want accounts of the battle, go there.*

*What you will find in the article is something you will not find in any history book: a discussion of what was going on around the battle of Gettysburg, and how it affected the battle; in particular, we will attempt to explain how the armies that fought came to be in the state that they were in, and how they were affected by the events that preceded the battle and the circumstances surrounding the battle.*

*The battle of Gettysburg has been portrayed as the crisis of the war. Why did the armies happen to have the units that they did? What other units were nearby that could have joined the battle to change its outcome—and why didn't they join? How important was the battle, in terms of the total forces that both sides had in the theatre?*

*And, in the end, what was the meaning of Gettysburg? Why was it fought; what were the consequences of victory, or defeat?*

## Introduction:

The battle of Gettysburg was the most famous and dramatic battle of the American Civil War, and yet the meaning behind the battle is strangely elusive. Strategically the campaign and battle had no meaning; Lee's invasion was not really threatening anything—both the *Richmond Examiner* and P.G.T. Beauregard himself criticized the whole invasion from the start as being essentially pointless, while "Fighting Joe" Hooker, the Federal commander at the start of the campaign, suggested that the Federals ignore Lee's visit to Pennsylvania entirely and just capture Richmond instead—and Lee himself never claimed that his invasion was anything more than an attempt (admittedly successful) to make life easier for the inhabitants of Northern Virginia by having the armies campaign on Northern soil for a change. Since at that point in time the Confederacy was rapidly coming apart at the seams everywhere else—one whole Confederate army was just about to surrender at Vicksburg while the only other major Confederate Army (of Tennessee) was running for its life from advancing Federal columns—it is no wonder that Lee was criticized and his invasion seems pointless. The

Federal army was not trying to take any major Confederate strategic point, either, and they were not really trying to defend anything in particular; in the end, rather than being fought for some crucial strategic point, the battle of Gettysburg came about by accident, with both armies, finding the enemy nearby, trying desperately to concentrate their forces at what happened to be the same place.

A campaign with no point, and a battle that came about by accident . . . historians have had trouble deducing the meaning of such a campaign and battle. Some historians have said that Gettysburg proved nothing but that the Confederacy could not conquer the North, which it never believed it could do anyway; other historians have said that the battle had no meaning at all.

They have missed the point. The people at the time, both North and South knew what the battle meant. The campaign and battle of Gettysburg were not fought for any strategic point, and not for any subtle advantage of position or resources.

The battle of Gettysburg was, simply, the showdown between the two greatest armies of the Civil War, the Army of Northern Virginia against the Army of the Potomac. The Army of Northern Virginia was invading the North to bring on a fight, and the Army of the Potomac was close on its heels, rather than marching off to capture some strategic point or holding back to protect Washington or Philadelphia. From the moment they accidentally met outside Gettysburg, the two armies went at each other hammer and tongs, blow after blow; the objective in Pennsylvania in 1863 was destroy the enemy.

Gettysburg was the showdown.

## The Great Armies:

The two armies that collided at Gettysburg were the two greatest armies of the American Civil War—the largest and most deadly Confederate army, the Army of Northern Virginia, against the largest and best-equipped Federal army, the Army of the Potomac. These armies were perennial antagonists in the Eastern theatre, opponents in battle after battle fought in the hundred miles of countryside that lay between the enemy capitals, but strangely enough, by mid-1863 the complete armies had faced each other only once before, at the peculiar battle of Fredericksburg. At every other battle between these two protagonists, one or the other of the armies was only partially present: on the Peninsula only the Union I through VI Corps were at the Seven Days, at Second Bull Run only parts of both armies were present, at Antietam several Union Corps were absent and the Confederates, although all present on paper, were actually greatly understrength due to mammoth straggling, and at Chancellorsville half of Longstreet's Corps (including Longstreet himself) were absent from the Confederate forces. Only at Fredericksburg had both armies been entirely present (the XI and XII corps were available, although not used), but in the end that was an unsatisfactory battle for both sides since neither could attack—the Confederate trenches were unassailable, and the Federal artillery made the Union positions unattackable (Jackson made a try and stopped before he got started).

So by the time of Gettysburg there had never been a real, full-strength showdown between the two greatest armies of the Civil War. Gettysburg would remedy that; the armies would meet out in the open, where they could get at each other, and both armies would have all of their units present—or at least all of the units they had left.

For, ironically, by the time the showdown actually came, both armies had been worn down until they were much less than they had once been.

For, both armies, the high point was probably the Fredericksburg Campaign, where all of their forces were finally assembled and reorganized into efficient units. The armies that fought at Gettysburg were really formed at Fredericksburg, where both sides finally received all their units and arranged them into the general organizations that would still be in effect eight months later, at Gettysburg. Before Fredericksburg both sides' units were present and fighting at this battle or that, it is true, but at Fredericksburg great portions of both armies were disassembled and put back together again in completely new shapes. Regiments were shuffled to make new brigades, and brigades were rearranged to make new divisions. On the Confederate side Longstreet's Corps was completely overhauled into four large divisions and one small division in place of the multitude of semi-divisions that had been the practice previously. On the Union side the III Corps was completely reorganized and greatly reinforced, the XI was reshuffled into a new format, and other corps were reinforced and reshaped until the Army of the Potomac finally assumed its familiar configuration—six corps with three divisions (I, II, III, V, VI and XI) and one corps—the XII—with two divisions. The armies that fought at Fredericksburg were recognizable at Gettysburg.

Not that these grand armies did not change by the time of Chancellorsville—changes both for the good and for the bad. Both armies had detached units to go to other theatres; the Army of the Potomac had lost the IX Corps to the Middle West (it's a good question whether the IX Corps, with its unique travelling history—it took the North Carolina sounds, took Knoxville in Tennessee and took part in the siege of Vicksburg in addition to its duty with the Army of the Potomac—should be considered a normal part of the Army of the Potomac proper), while Longstreet had taken two large divisions and one small division—over half of his corps—into North Carolina for a little campaign there. Longstreet and his two large divisions were still part of the Army of Northern Virginia even when they were away, however; they would be back for Gettysburg.

On the plus side, both armies had changed somewhat by reorganizing their cavalry and artillery. The Confederates had completely reorganized their artillery structure by Chancellorsville; in place of the old practice of attaching individual batteries to brigades, the Confederate artillery was now lumped into battalions, where the massed guns of several batteries could combine to much greater effect. Each Confederate division had one battalion, and there were several more battalions available as a reserve. On the Union side, the big change by Chancellorsville was in the Cavalry. All of the available Federal cavalry had finally been grouped together and organized into a cavalry corps with three two-brigade divisions and one reserve brigade. These changes were to prove important for both sides; the Confederate artillery was to give a good account of itself at Chancellorsville, and the Federals at last had a concentrated body of cavalry that would be able to stand up to Stuart's three brigades (Hampton, F. Lee and W.H.F. Lee) in a frontal fight.



## Chart A OPPOSING FORCES IN VIRGINIA DURING CHANCELLORSVILLE

(A few words about presentation—the charts below give the strengths of all the commands listed above, in terms of strength points as defined in the *GETTYSBURG* Intermediate game. The strength points are enclosed in parentheses, following each unit's identification. Hopefully, by comparison with the numbers in *GETTYSBURG*, the reader will come to an appreciation of the strengths of the various commands at the time of Chancellorsville. There are two kinds of units that do not fit precisely into the *GETTYSBURG* system, however: independent brigades that had a battery attached, and major garrisons that were not really mobile formations, due to lack of transport and the heavy cannon which were their primary weapons. Brigades with an attached battery are indicated with an asterisk (\*), and garrisons are indicated as such and their total strength will be given, rather than listing the strength assigned to each post or fort.)

### The Main Armies

#### Confederate—The Army of Northern Virginia

Corps	Division	Brigades	Artillery Battalions
I	McLaws	Wofford (7) Semmes (6)	Cabell (3)
	Anderson	Wilcox (8) Wright (6)	Garnett (3)
	Corps Reserve	Mahone (7) Posey (5) Perry (4)	Alexander (4) Eshlemen (2)
II	A.P. Hill	Heth (5) Thomas (5) Lane (8)	Pegram (3)
	Rodes	Rodes (9) Colquitt (8) Ramseur (6)	Carter (3)
	Early	Gordon (7) Hoke (6) Smith (5)	Andrews (3)
	Colston	Paxton (6) Jones (6) Colston (8)	Jones (2)
	Corps Reserve	Nicholls (4)	Brown (4) McIntosh (3)
Army	Cavalry Div. (Stuart)	F. Lee (5) W.H.F. Lee (5)	Beckham (2)
	Reserve Artillery		Cutts (2) Nelson (2)

#### Federal—The Army of the Potomac

Corps	Division	Brigades	Artillery
I	1	1 (5) 2 (6) 3 (6) 4 (6)	(3)
	2	1 (4) 2 (6) 3 (4)	(4)
	3	1 (5) 2 (4)	(3)
II	1	1 (4) 2 (3) 3 (4) 4 (5)	(2)
	2	1 (6) 2 (5) 3 (4)	(2)
	3	1 (7) 2 (6) 3 (4)	(2)
	Corps Reserve		(2)
III	1	1 (6) 2 (6) 3 (7)	(3)
	2	1 (7) 2 (8) 3 (7)	(3)
	3	1 (4) 2 (4) 3 (2)	(3)
V	1	1 (7) 2 (5) 3 (7)	(4)
	2	1 (4) 2 (5) 3 (5)	(2)
	3	1 (7) 2 (7)	(2)
VI	1	1 (8) 2 (8) 3 (6)	(4)
	2	2 (10) 3 (9)	(2)
	3	1 (7) 2 (7) 3 (7)	(2)
	L	(9)	(1)
XI	1	1 (4) 2 (8)	(1)
	2	1 (6) 2 (7)	(1)
	3	1 (7) 2 (5)	(1)
	Corps Reserve		(3)
XII	1	1 (6) 2 (6) 3 (7)	(3)
	2	1 (8) 2 (6) 3 (6)	(2)
Cavalry	1	1 (6) 2 (5)	(1)
	2	1 (5) 2 (4)	(1)
	3	1 (4) 2 (3)	(1)
	Reserve Brigade	(5)	(3)
Artillery Reserve			(11)

#### The Inland Forces

Command		Brigades				Cavalry Brigades	Artillery
South-western Virginia (Sam Jones)		Echols (4)* Williams (5)* McCausland (4)* Garrisons: 6 pt. Md. Line (2)*				Jenkins (5)*	(3)
Shenandoah Valley (W.E. Jones)						Jones (6)* Imboden (7)	
Federal							
Command	Division	Brigades				Cavalry	Artillery
VIII Corps	1 (Kelly)	1 (7)* HF 5 (5)* WV	2 (4)* HF 6 (4)* WV	3 (5)* WV Garrison (3) HF	4(5)* WV	(2) Heavy WV Artillery (9) HF	
	2 (Milroy) SH	1 (7)*	2 (3)*	3 (4)*		(5)	
	3 (Scammon) WV	1 (5)*	2 (5)*			(3)	
Independent Brigades	1 (6) Lockwood MD	2 (3)* Morris PA	3 (7)* Briggs MD	4 (8)* Averell WV		Lockwood- 3 cavalry Averell- 1 cavalry	

(NOTE: The units of the VIII Corps were greatly scattered; even brigades of the same division could be posted quite distant from each other. To clarify the situation, I have indicated the location of each unit appropriately, as being either at Harper's Ferry or nearby Maryland Heights (HF), or in the Shenandoah Valley proper (SH), in West Virginia (WV), in Pennsylvania (PA) or holding the rear areas in Maryland (MD). These location keys are located under the division number if the whole division is in that location, or under the brigade if only the brigade is in that location.)

Defenses of Washington	Abercrombie	1 (5)	2 (7)	3 (6)	Garrisons North of the Potomac	(17 inf.) (63 art.)
	PA Res.	1 (5)	2 (5)	3 (6)	Garrisons South of Potomac	(18 inf.) (66 art.)
	Cavalry (Stahel)	1 (4)*	2 (3)	3 (4)	Garrison Alexandria	(14 inf.) (1 art.)
					Garrison Washington	(12 inf.)

### The Opposing Armies at the time of Chancellorsville—

The armies that fought at Gettysburg grew directly out of the armies that fought at Chancellorsville, so it might be worthwhile to stop at this point and look at the forces that both sides had available throughout the Virginia theatre at the time of Chancellorsville. The central focus of attention is the great armies themselves, but both sides had other significant forces nearby, so we will look at the balance of forces in the entire Virginia—northern North Carolina theatre.

At the time of the Chancellorsville campaign—the beginning of May, 1863—in addition to the main armies there were four major groups of Confederates confronting four major groups of Federal soldiers in the Virginia area, ranging from the mountains of West Virginia to the North Carolina sounds. All of these groups were close enough to affect, and be affected by, the main action in northern Virginia.

The most remote group was the Confederate detachment in *Southwestern Virginia*, under Sam Jones guarding the salt mines there and keeping an eye on the large Union forces up in Northwestern Virginia. These Federal forces were part of the Union *Middle Department*, which had the responsibility of guarding the whole North-South border (except for Washington) from West Virginia to Delaware; the Middle Department had the troops of the Federal VIII Corps to use for this guard duty. With such a wide area of responsibility, the Middle Department's VIII Corps was also confronting the next Confederate detachment—the Confederate "Army of the Valley", actually a small detachment under W. E. Jones stationed in the Shenandoah Valley. Both of the Confederate groups in Southwestern Virginia and in the Shenandoah were very small, while the VIII Corps was quite large, but the difficulties of campaigning in the mountains and the need to garrison crucial points against Confederate partisans and raiders kept the Federals from going on the offensive with the VIII Corps.

For the defense of Washington itself the Federals had the *Defenses of Washington*, a large independent command that really wasn't confronting any Confederate groups because there weren't any Confederate groups that were threatening Washington (except for the Army of Northern Virginia, of course, and the Army of the Potomac was watching that). In a way these forces were being wasted, but they were there on the fail-safe principle that even if everything else went wrong, Washington itself would have enough strength to stand off (or at least delay) a major Confederate attack—a not unreasonable precaution in light of Robert E. Lee's proven ability to make everything go wrong for the Federals.

Once past Washington, the focus of attention moves to the coastal enclaves that the Federals had established along the confederate coast. The oldest of these was the Federal *Department of Virginia*, based in Fort Monroe but with major forces holding Suffolk and Norfolk just across the James River to the south. This Department of Virginia had two small corps, the IV Corps on the Fort Monroe side of the James River (the Peninsula side) and the VII Corps on the Suffolk/Norfolk side; these forces were within supporting distance of each other if the need arose. Facing these forces, far up the James River at Richmond, the Confederates had the *Defenses of Richmond* under Elzey. These Confederate forces were small and really were just defending Richmond itself and the immediate approaches to Richmond—especially the water approach up the James River.



The major bulk of maneuverable Confederate forces were in the Confederate *Department of North Carolina* under D. H. Hill. These Confederates were keeping an eye on the Federal VII Corps in Suffolk, but they also had the responsibility of guarding the rest of the North Carolina coast, which meant that they had to worry about the next Union enclave down in the North Carolina sounds area, around New Berne (D. H. Hill also had to worry about the defense of the crucial port of Wilmington, but fortunately there were no Federals ashore there yet so he needed only to be prepared against the threat of an assault from the sea—and most of the Union amphibious capability was tied up in the assault on Charleston, South Carolina, farther down the coast).

The Union forces that held New Berne and the North Carolina sounds were another small corps, the XVIII corps.

Thus, looking at the theatre overall, the Confederates had their Department of North Carolina that was confronting the Union XVIII Corps in North Carolina and the Union IV and VII Corps on the Virginia coast, with the additional Defenses of Richmond concentrating on the Virginia Federals. In the Virginia mountains the Union VIII Corps was confronting minor Confederate forces in Southwestern Virginia and in the Shenandoah Valley; and the Union had a large garrison holding Washington.

And in addition the Army of Northern Virginia and the Army of the Potomac were confronting each other in the vicinity of Fredericksburg, in Northern Virginia.

To find the strengths of these commands at the time of the Chancellorsville campaign, consult the chart labelled *Opposing Forces in Virginia during Chancellorsville*.

#### The road to Gettysburg—

In a way, the above discussion (with chart A) describes the opposing armies at their peaks. The slide downhill started immediately, with the casualties at Chancellorsville—the loss of Jackson alone was a crippling blow, and the Confederacy and Union lost many thousands more as well. Ordinarily, this would have been to the Union's advantage, due to their superior ability to make up their losses, but in this case, a fluke of history intervened. The enlistments of many thousands of Union troops were expiring, and large numbers of regiments were simply leaving the army for good. The Union army was melting away—and at exactly the moment that both sides were mustering their strength for the great showdown to come.

The Confederates started their preparations for the showdown first, simply by mustering all of the strength that Lee could get his hands on. Not only did Hood's and Pickett's divisions return from the Suffolk campaign—French's division from North Carolina was also added to the Army of Northern Virginia. Lee was also able to swap Colquitt's weakened brigade from Rodes' division for Daniel's strong North Carolina brigade, and Ransom's division from North Carolina was to march north to guard the Confederate positions in Northern Virginia while Lee invaded Pennsylvania (a new Brigade—Clingman's—was transferred into the Department of North Carolina to partially make up for all the strength that was departing for the Army of Northern Virginia).

That was not all. Stuart had had only two cavalry brigades at Chancellorsville, but two others—Hampton's and Jones'—were really part of his command, so he summoned them in to deal with the swarms of massed Federal cavalry that had made their first appearance at Chancellorsville. That gave Stuart four brigades, but that was not enough; the call went out, and every cavalry brigade

in the theatre—Jenkins' brigade from Southwestern Virginia, Robertson's raw brigade from North Carolina, and even Imboden's brigade of raiders and partisan rangers all joined the cavalry of the Army of Northern Virginia.

With all this new strength available and with Jackson gone, Lee decided to reorganize his army into three corps, incidentally doing away with the Army Reserve artillery in the process—the two army reserve battalions would go to make up the corps reserve of the Third Corps. In addition, one new battalion would have to be made up from loose batteries to go with the new division in the army—and Lee decided to balance the strengths of his divisions by reinforcing this new division with two brigades from A. P. Hill's oversized division.

With that, Lee began to move. As he marched up the Shenandoah, the army picked up the Md. regiment that was on garrison duty there, and then proceeded to scatter the Union forces in the Valley, leaving behind two small regiments as rear guards.

As he marched away, however, things were starting to go wrong behind him. Ransom's division was not freed as promised—D. H. Hill was worried about all the Federals he was facing (the IV, VII, and XVIII Corps), and had held Ransom back. This meant that at the last minute, two brigades of Pickett's division had to be detached to hold the rear areas that Ransom was supposed to be guarding—so Pickett lost Jenkins and Corse for the duration of the campaign.

So, with that final note, Lee and the Army of Northern Virginia vanished into Pennsylvania.

The Confederates' disposable force in Virginia/North Carolina at the time of Gettysburg can be seen in chart B and the most obvious points are that: 1) the Army of Northern Virginia contains about 70% of all the available force; and 2) if Lee had gained the additional units he wanted from Northern Virginia and North Carolina, he would have gotten another 10%—which explains why Lee was so disappointed not to get those units and why D. H. Hill was reluctant to let them go.

While all of this was going on, the Federal army was in increasing disarray. In the first place, they had to accept their Chancellorsville losses; then they had to accept the fact that many thousands of their best soldiers were going home, their enlistments expired. As a final stroke, they had to deal with the effects of the first stages of Lee's invasion of Pennsylvania—for Lee had cut into the available Union forces by scattering or destroying them.

After Chancellorsville, the first problem the Federals faced was the loss of large numbers of regiments. Such corps as the I Corps, which had lost almost nothing at Chancellorsville, practically melted away, losing a third of their brigades. The I Corps was hard hit, the II Corps not so hard; the III Corps, V Corps and VI each decommissioned a whole division and used the regiments that were left over to fill out their remaining divisions.

Chart A Cont'd.

#### The Coastal Forces Confederate

(NOTE: At the time of Chancellorsville, Longstreet was in the North Carolina area, outside of Suffolk, with Hood's and Pickett's divisions. These were only temporarily in North Carolina; they rejoined the Army of Northern Virginia shortly after Chancellorsville.)

Command	Division	Brigades	Cavalry	Artillery
Defenses of Richmond	Garrison (7)			
	Wise (8)*			
Dept. of N. Carolina	French	Davis (8) Pettigrew (12)		Boggs (2)
	Hood	Law (6) Benning (6)		Henry (3)
	Pickett	Kemper (5) Corse (4)		Dearing (3)
	Ransom (9)	Armistead (6) Garnett (5) Jenkins (8)		Branch (3)
	Independent	Cooke (8)		Robertson (4) Mosley (3)
		Daniel (7)* Martin (7)*		Hampton (7)
	Garrison of Wilmington	8 inf.		4 art.
	Local Garrisons	5 inf.		3 art.

#### Federal

Corps	Division	Brigades	Cavalry	Artillery
IV	1	1 (4) 2 (8)		Reserve (4)
	2	1 (8) 2 (6)		(2)
VII	Peck	1 (9) 2 (9) 3 (8)		
	Getty	1 (7) 2 (7) 3 (7)		
	Independent	Wistar (7) Viele (5)	(3)	(10)
XVIII	1	1 (8) 2 (8)		(2)
	2	1 (6)*		
	4	1 (5) 2 (4)		(1)
	5	1 (7) 2 (7)		(2)

#### SUMMARY

(ignoring garrisons)

Region	Confederate Forces	Union Forces
Main Armies	6 Divisions (179 pt.) 13 Artillery battalions (36 pt.) 2 Cavalry Brigades (10 pt.)	21 Divisions (329 pt.) 71 Artillery pt. 7 Cavalry Brigades (32 pt.)
Inland	4 Brigades (15 pt.) 10 Artillery pt. 3 Cavalry Brigades (18 pt.)	3 Divisions, 4 Brigades (78 pt.) 14 Artillery pt. (+9 heavy artillery) 14 Scattered Cavalry pt.
Washington		2 Divisions (34 pt.) 5 Artillery pt. (+130 heavy artillery) 3 Cavalry Brigades (11 pt.)
Coastal	4 Divisions, 3 Brigades (111 pt.) 5 Artillery battalions (17 pt. + 7 heavy) 2 Cavalry Brigades (11 pt.)	8 Divisions, 2 Brigades (78 pt.) 22 Artillery pt. 3 Cavalry pt.
GRAND TOTALS:	10 Divisions, 7 Batteries (305 pt.) 63 Artillery pt. (+ garr.) 7 Cavalry Brigades (39 pt.)	34 Divisions, 6 Batteries (571 pt. + garr.) 112 Artillery pt. (+ garr.) 10 Cavalry Brigades (43 pt.) + 17 scattered



With the army melting away and Lee's army starting to march, clearly something had to be done to reinforce the Army of the Potomac. The Union reaction to this need was sensible, if obvious; every free unit that could be spared was transferred to the Army of the Potomac as it marched north after Lee. Unfortunately, the Confederate Army was interfering with all this by the simple means of steamrolling up through the heart of the Federal Middle Department, scattering Milroy's 2nd Division and effectively knocking it right off the board, and forcing the isolated elements of the VIII Corps to run for their lives—away from the Army of the Potomac approaching from the south. In the event, only one Middle Department brigade would be able to join the Army of the Potomac by the start of the battle (Lockwood's brigade, which was coming from a part of Maryland that was not on Lee's route of march); the rest of VIII Corps was so disarranged that it was either hiding in the mountains or was trying painfully to circumnavigate Lee to get to the Federal army—and in fact these latter troops (under French) would arrive just after the battle.

Other Federal groups could do more. Every free division in the defenses of Washington joined the army; the cavalry division went to become the new third cavalry division of the army (the old third from Chancellorsville having been merged into the old second division on June 11), the Pennsylvania Reserves division (less the 2nd brigade, which happened to be detached south of the Potomac when the division marched off) became the new 3rd division of the V Corps, and Abercrombie's Division

(less the first brigade, whose enlistments had run out) was split up, one brigade to the I Corps and one brigade (Willard's) to the II Corps.

That was about all the help the Army of the Potomac was going to get. The IV and VII Corps were too far away to send help, but they did make a demonstration designed to scare D. H. Hill—which worked, and contributed to the chain of events that caused Pickett's two brigades to be left behind. The XVIII Corps, however, had just lost eight regiments of their own, mustered out, and what was left was tied down to garrison duty, so they could be no help at all.

As it marched north to Gettysburg, the Army of the Potomac had had all the help it was going to get.

The Confederate invasion had a shattering effect on the units in the VIII Corps, with some commands dispersed, others trying desperately to form into their divisions at a centralized location, and still others trying to march to reinforce the Army of the Potomac. The Middle Department had broken up into five pieces—six, counting the brigade, Lockwood's, which had joined the Army of the Potomac.

The VIII Corps proper was left with only its first three independent brigades, the ones in Maryland and Pennsylvania, and it did not keep all of those—the 1st brigade, only the cavalry was left, the infantry being with Lockwood, and some of the 3rd brigade had joined French's column, which was marching to join the army.

The second major piece of the VIII Corps was the force stationed in West Virginia, now under the command of the Department of West Virginia. This fragment included the old 3rd Division, the old 4th independent brigade, and half of the 1st division—the 4th, 5th, and 6th brigades, all of which had been stationed in West Virginia.

In the wake of Lee's invasion was the Maryland Heights garrison which had been passed by, with the debris of what was left of the 2nd division (Milroy), which had *not* been passed by—it had been run over. The debris was formed into a new brigade, Elliot's, to go with the old 3rd brigade of the 1st division, which was holding the place with the garrison and heavy artillery units.

Major-General French had the rest of what was left of the VIII Corps, and as the battle of Gettysburg started, he was around Frederick, Maryland, trying to catch up with the main army. He had the old 1st and 2nd brigades of the 1st division, reinforced by a few units from the 3rd brigade, and aided by what was left of Milroy's cavalry.

In addition, there was a new force on the horizon; Lincoln had called out the militia to meet the invasion, and they had been put into the new Department of the Susquehanna. These were essentially garrison troops, not fit to move far and certainly not fit to go up against the Army of Northern Virginia, but they were handy for keeping off cavalry raids and holding rear areas. There were 18 points of these scattered around Pennsylvania, with the largest accumulation at Bloody Run—8 point's worth—where there were still more of the remnants of Milroy's division. In addition, there was one enormous militia division under W. F. Smith at Waynesborough, 6 brigades with 20 points, but militia being militia, there probably isn't much more worth saying about them.

For the Union strength in Virginia circa Gettysburg, consult chart C.

The most startling thing about the Union strength is how weak the Federal forces were; they had lost nearly a quarter of their maneuver forces since May, and most of it came out of the forces that were going to have to meet the Army of Northern Virginia in battle. The Army of the Potomac lost a full third of its strength, and in case of a disaster, Washington had been entirely denuded except for its integral garrisons. Much of the Federal strength was effectively out of play, along the Carolina coast or off in the mountains.

... These are the forces that were available to both sides as the campaign in the East came to its climax. Robert E. Lee had chosen his opportunity well; he was going for the final showdown, and he had chosen a time when the Federal forces were badly off balance. Never before and never again would he have such a favorable ratio of forces and also have such a chance for victory to bring such enormous rewards. If there had to be a showdown in the East some time, then this was the time . . .

... And so the Army of Northern Virginia marched off into the unknown North, leaving behind them the cries of anguished critics (what is he doing?! Send forces to help Bragg! Send forces to save Vicksburg!). Jackson was with them no more, and Stuart was taking all of his best cavalry off on another raid, but who knew what that could bring?

And behind him, under the new command of General Meade, the Army of the Potomac followed him into the North.

CHART B:

## CHANGES IN THE CONFEDERATE FORCES BETWEEN CHANCELLORSVILLE AND GETTYSBURG

### Main Army: Army of Northern Virginia

Command	Assigned to	Previous Assignment	Chancellorsville Losses	Changes in Composition	Final Strength
McLaws	I Corps	(I Corps)	-6 pt.	—	22 pt. (+3 arty)
Hood	I Corps	(with Longstreet)	—	—	24 pt. (+3 arty)
Pickett	I Corps	(with Longstreet)	—	loses Jenkins (8) Corse (4)	16 pt. (+3 arty)
Arty Reserve	I Corps	(I Corps)	—	—	6 arty pt.
Rodes	II Corps	(II Corps)	-9 pt.	loses Colquitt (6) gains Dancel (7)	27 pt. (+3 arty)
Early	II Corps	(II Corps)	-3 pt.	loses 2 pt. from Smith	19 pt. (+3 arty)
Johnson	II Corps	(II Corps)	-7 pt.	gains 2 pt. for Steuart (reorganized)	19 pt. (+3 arty)
Arty Reserve	II Corps	(II Corps)	—	—	5 arty pt.
Pender	III Corps	(II Corps, as 4 brigades of A.P. Hill)	-11 pt. <sup>1</sup>	loses Archer (4) & Brockenbrough (3)	20 pt. (+3 arty)
Heth	III Corps	(2 brigades in A.P. Hill; see 2 brigades w/ Longstreet) Pender	—	loses 3 pt. from Pettigrew gains Archer (4) & Brockenbrough (3)	24 pt. (+2 arty)
Arty Res	III Corps	(various)	—	—	6 arty pt.
Anderson	III Corps	(I Corps)	-10 pt.	—	20 pt. (+3 arty)
Stuart	Army	(Army)	—	+ Jones (6), etc.	32 Cavalry pt. (+4 arty)
Army Arty Res	disbanded	—	—	—	9 Divisions (191 pt.)
TOTAL:	—	—	—	—	47 arty pt. 7 Cavalry Brigades (32 pt.)

### Other Forces

Command	Divisions	Additional Forces	Jenkins (8)	Corse (4)	Total Strength
Northern Va. (including Richmond)	Ransom (19) with 3 arty	Wise (8)*	—	—	1 Division, 3 Brigades (39 pt.) 4 arty pt.
North Carolina	—	Martin (7)*	Clingman (5)*	Colquitt (6)	3 Brigades (18 pt.)
Southwestern Va. <sup>2</sup>	—	Echols (7)* arty batt. (2)	Williams (2)	Wharton (3) arty batt. (3)	7 arty pt. 4 Brigades (15 pt.) 6 arty pt.
Shenandoah	—	Jackson (7) new cavalry, poorly armed	—	—	7 raw cavalry pt. (2 pt.)
GRAND TOTAL (excluding garrisons)	—	2 regiments (2)	—	—	10 Divisions, 10 Brigades (265 pt.) 64 arty pt. 32 cavalry pt. + 7 new cav. pt.

<sup>1</sup>in all 6 Brigades

<sup>2</sup>increases due to recruiting



Chart C

## CHANGES IN THE UNION FORCES BETWEEN CHANCELLORSVILLE AND GETTYSBURG

### Main Army: Army of the Potomac

Corps	Losses: (Chancellorsville) and Cavalry Actions	Detachments	Additions	Final Strength
I Corps	-1 pt.	-13 pt. went home	+ Stannard (7)	37 pt. (5 arty) <sup>1</sup>
II Corps	-3 pt.	-12 pt. went home	+ Willard (6)	39 pt. (5 arty) <sup>1</sup>
III Corps	-13 pt.	-1 pt. went home		37 pt. (5 arty) <sup>1</sup>
V Corps	-2 pt.	-20 pt. went home	+ Pa. Reserves	36 pt. (4 arty) <sup>1</sup>
VI Corps	-15 pt.	-9 pt. went home		46 pt. (8 arty) <sup>1</sup>
XI Corps	-7 pt.	—		30 pt. (4 arty) <sup>1</sup>
XII Corps	-9 pt.	5 pt. went home	+ Lockwood (6)	31 pt. (6 arty) <sup>1</sup>
Cavalry	-1 pt.		+ Stahel (11)	42 pt. (9 arty) <sup>1</sup>
Army Reserve			+ batteries <sup>1</sup>	(18 arty) <sup>1</sup>
TOTAL:				19 Divisions (256 pt.) 64 artillery pt. <sup>1</sup> 7 Cavalry Brigades (42 pt.)

<sup>1</sup>The artillery was greatly reorganized; batteries were removed from divisions as the amount of infantry dropped. Also, some batteries with inferior transportation were left behind when the armies moved north.

### Other Forces

Command Division Defense of Washington	Brigades	Cavalry	Artillery	Total Strength
Coastal	2nd Brigade, Pa. Reserves (5) + garrisons			1 Brigade (5 pt.) + static garrisons
IV	1 (3)* 2 (3)* 3 (6)	(1)		12 pt. + 1 cav. pt. + 2 arty pt.
2	1 (7) 2 (5)		(1)	12 pt. + 1 arty pt.
Independent	West (4)		Reserve (4)	4 pt. + 4 arty pt.
VIII <sup>1</sup>	1 (7) 2 (9) 3 (8)	(2)	(4)	24 pt. + 2 cav pt. + 4 arty pt.
2	1 (5) 2 (5) 3 (5)		(2)	15 pt. + 2 arty pt.
Independent	Wardrop (4) Wistar (3)* Spinola (5)			19 pt. + 2 arty pt.
XVIII <sup>2</sup>	1 (4) 2 (4) Jourdan (3)		(2)	11 pt. + 2 arty pt.
Beaufort	Heckman (4)*			4 pt. + 1 arty pt.
Albemarle	Lehmann (5)*			5 pt. + 1 arty pt.
Pamlico	McChesney (3)*			3 pt. + 1 arty pt.
Total Coastal:				5 Divisions, 8 Brigades (109 pt.) 20 arty pt. 3 cav pt.

<sup>1</sup>note that 5 pt. went home, Spinola newly added

<sup>2</sup>note that 22 pt. mustered out.

### Inland

VIII	Independent	Tyler	Morris (7)* Briggs (2)*		9 pt. + 2 arty pt. + 3 cav. pt.
W. Va.	Scammon	Hayes (7)* White (6)*			13 pt. + 2 arty pt.
Independent	Averell (11)* Campbell (6)* Mulligan (5)* Wilkenson (6)*				28 pt. + 4 arty pt. + 1 cav. pt.
Md. Hts	Elliot (6) Smith (4)				10 pt.
(on the march)	French	Kenly (7) Morris (9)		some cav. (2)	16 pt. + 2 arty pt. + cav.
Dept. of Susquehanna	W. F. Smith	Militia (20 pt.)			20 pt. (Militia)
Total Inland:					2 Divisions, 9 Brigades, (76 pt.) + 1 militia Division (20 pt.) 10 arty pt., excluding static positions, 4 + cav. pt.

GRAND TOTALS: 26 Divisions, 16 Brigades (446 pt.) + 1 Militia Division (20 pt.), 94 artillery pt. (excluding garrisons), 7 cavalry brigades (42 pt.), + 7 cavalry pt. scattered.

(+ garrisons and heavy artillery)

## AREA TOP 25

RANK	NAME	TIMES ON LIST	PREVIOUS RATING	RANK
1.	W. Dobson	6	QJO2456	1
2.	K. Combs	4	QJP2376	2
3.	R. Chiang	12	GGM2203	3
4.	D. Cornell	6	NH12142	5
5.	T. Oleson	13	OOV2074	4
6.	P. Huffman	7	DDE1981	7
7.	D. Garbutt	2	CEH1972	6
8.	S. Packwood	11	GGI1896	10
9.	J. Zajicek	7	FIN1893	8
10.	J. Angiolillo	6	CEI1867	9
11.	D. Burdick	4	CDG1837	11
12.	D. Barker	11	EFK1831	12
13.	L. Newbury	2	CEH1810	13
14.	J. Sunde	5	GGH1796	15
15.	R. Leach	6	DHK1783	18
16.	S. Heinowski	11	DFJ1746	14
17.	K. Blanch	6	DEF1733	16
18.	D. Greenwood	5	CDE1729	17
19.	K. MacDonald	5	CDF1717	19
20.	F. Small	4	EEI1711	23
21.	F. Preissle	1	EGK1688	—
22.	R. Wood	10	GFO1676	22
23.	M. Tomkins	2	CEI1654	24
24.	P. Dobson	2	DDD1651	20
25.	J. Kenower	1	CEI1642	—

The above players represent the 25 highest verified (11+ rated games) of the 3,000 member AREA pool. Players with an opponent qualifier less than C were not calculated among the top player ratings.

The following AREA memberships have been terminated. No rating points can be awarded for games with these individuals as they are no longer members of the system.

### Terminated Memberships

00801-02	30059-01	64113-01	91789-01
01923-01	45208-01	67208-02	93063-01
06109-01	55113-01	70601-04	93555-01
11214-01	58102-01	73139-01	CANAD-02
14037-01	60441-03	75080-02	OVERS-07
18042-01	60540-02	77598-02	
28301-02	60641-01	90603-02	



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These binders are ruggedly constructed in attractive red leather finish vinyl, with gold embossed logos of the *THE GENERAL* and the Avalon Hill Game Company located on the front and spine. Each binder measures 9" x 12" x 1 1/4" and holds twelve (12) copies of *THE GENERAL*. Spring-steel retaining wires hold the issues firmly in place, yet your magazines are not damaged in any way, and can easily be removed from the binder at your desire. The binders are available from Avalon Hill for \$5 plus 75¢ postage. Maryland residents please add 5% state sales tax.

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Orders for DIPLOMACY WORLD must be made payable to DIPLOMACY WORLD and sent to the editor's Indiana address.

DEALER INQUIRIES INVITED



# INTERVIEW: JOHN EDWARDS

Commencing with this article, the *GENERAL* will print a series of interviews with some of the hobby's more notable figures. Although admittedly an experiment of sorts in expanding our article format, we feel that the readership might enjoy a "softer" brand of article which catches the nature of the people behind the wargaming hobby. Designers, expert players, gamers from other countries, and just about anyone whose views and experiences will make good reading is eligible to turn up on these pages. Let us know who you'd like to see featured in these sessions and what types of subjects you'd like covered. Your reaction will determine how long this series will last.

The questions of our interviewer are printed in italics to help differentiate them from the answers of our guest, John Edwards, our exclusive Australian distributor and designer of *RUSSIAN CAMPAIGN* and *WAR AT SEA*.

*How and when did you get started in wargaming?*

In 1968, while visiting a friend in the States, I saw a copy of a most unusual game in a department store. It was called *AFRIKA KORPS*. I opened the box, looked inside, and was amazed to see how interesting it appeared so I bought the game as well as another one called *D-DAY* and took them home. Needless to say I spent the rest of that day and much of the next several months exploring the games and playing them.

*How and when did the idea for doing your own series of games under the Jedko label originate?*

It transpired slowly over a long period of time. I think I could best explain by relating the way events actually transpired. When I first started playing the games, I must have played *STALINGRAD* and *BULGE* at least 50 times solitaire. Changing the rules then seemed akin to sacrilege. I was getting so much enjoyment and I regarded the rules as gospel, and would never have dreamed of making my own modifications. Then, one day, while reading a book about the war in Russia, I realized that some of the units in *STALINGRAD* weren't right, so I replaced them with my own. Feeling like I was breaking every rule in the book, I played the game with different panzer corps, different combat factors and new corps numbers on the counters. Slowly but surely I was developing my own version of *STALINGRAD* which I then proceeded to play solitaire. I developed this game until by 1970 I had the equivalent of a monster game. *THE WAR IN EUROPE* was probably about 3 x 4 feet in size and had step reduction counters and was actually the prototype for both *WAR AT SEA* (which was a naval variant of the large game) and *THE RUSSIAN CAMPAIGN*, although at that time, I had only one copy which was played only by myself and one friend. About a year later, I started corresponding with Avalon Hill, as I was interested in bringing their games into Australia in larger quantities. I went to one of the major hobby shops in Melbourne, and spoke to the proprietor who condescended to give them a try after much talking on my part. So I brought in a small shipment from Avalon Hill. The games caught on and I became Avalon Hill's exclusive distributor in Australia. During this time, about late in 1972, I developed the *STALINGRAD* variant to its peak, and I made a game called "*STALINGRAD: AUSTRALIAN STYLE*", which was a sort of expansion kit to *STALINGRAD* and was actually published in the *S & T SUPPLEMENT*. Then later, as the sales of Avalon Hill games grew, I decided that because we pay 52% duty on imported toys, under which category these games were classified, I would print my version in



Australia to keep the price down. So, in late 1973, I produced a game called *THE AFRICAN CAMPAIGN*. This was a one-man effort done in my spare time, which I was very dubious about printing. I showed it to a few people and was encouraged by their response so I went ahead and printed 5,000 of them. This whetted my appetite for more. In the following year, *THE RUSSIAN CAMPAIGN* saw print, which, of course, was a refinement of "*STALINGRAD: AUSTRALIAN STYLE*". *WAR AT SEA* followed in 1975. . . . Last year, I produced *FIELD MARSHALL* which was an introductory level game with tournament rules that could be bolted on. Its purpose was to try and encourage more people to get into the Hobby and we were selling it as cheaply as we could. Sort of an Australian mixture of *TACTICS II* and *BLITZ-KRIEG*.

*You stated that when you first started playing wargames you played the first games you acquired upwards of 50 times each. How active are you now in regards to playing these games that you import for Avalon Hill?*

Unfortunately, these days I don't get the time, and I'm afraid working with them so much day to day has lessened my desire to play them. I probably am able to play a competitive game about once a year, although I often think of doing one and almost get the game set up, only to put it away again. Of course, I read the rules to all the new ones.

*If your gaming time is so limited, you must be pretty particular in regards to which ones you do play. Which games are your favorites?*

My favorite game of all time is *THE BATTLE OF THE BULGE*, but I also like my own *RUSSIAN CAMPAIGN*.

*Do I deduce from those choices that your favorite period is World War II?*

That's right.

*What in particular about these two games do you find so interesting that sets them apart from all the others?*

Well, out of modesty, I would rather not comment on *THE RUSSIAN CAMPAIGN*, but I like the *BATTLE OF THE BULGE* because I can play it. I think the trend these days is to get a new game and sit down for hours looking at it and trying to interpret the rules, but ending up with a headache. Instead of actually playing the game, you

really spend most of your time referring back to the rules booklet. Myself, I like to sit down and get into something right away and get on with the game. That's, I think, one reason why chess is so good, because its interesting in itself; complicated enough without any gigantic rule booklet that has to be referred to.

*What do you think of the recent trend towards super-large, greatly detailed wargames encompassing mapboards several yards long, and utilizing up to several thousand counters?*

I don't think that they're a mass market item. I'm sure that a lot of people get immense pleasure out of them and I know they must be selling well, or they wouldn't be continually turning them out, but, I'd hate to think what would happen if a young boy who hadn't played a game before went in to a store and decided he liked the sound of *WAR IN THE WEST*. I don't think he'd be a very good bet to get another.

*One of the newer trends in games here in the U.S. are the roleplaying games, such as DUNGEONS AND DRAGONS. Has this trend reached Australia yet, and how does it rank in comparison to typical wargames?*

*DUNGEONS AND DRAGONS* has been on sale in Australia for about a year now. I think it's a mistake to compare it with wargames because they tend to have their own distinct following. Some wargamers are interested in fantasy games, but I think a wargamer is a wargamer. A fantasy gamer is not necessarily a wargamer.

*Do you note any preference among Australian gamers for multiplayer type games such as KINGMAKER or DIPLOMACY as opposed to the more conventional two-player game?*

That's a rather difficult question to answer. . . . I think that most people who are playing *DIPLOMACY* and *KINGMAKER* would also be playing the other games, but of course, there are a lot of Australians who spend most of their game time (I would say 50% of it) on solitaire games. I'm sure many Americans enjoy the multi-player games, but in Australia it's a matter of knowing enough people to be able to have an enjoyable game.

*In England, wargaming started and is still primarily revolving around the use of miniatures as opposed to that of board games. Just which side of the hobby predominates Down Under?*

Before I started to import Avalon Hill games there were only miniatures in Australia, as far as I know. Recently though, I would say that the board gaming players would probably be the larger group, but I don't really think that this means people prefer board games over miniatures. Those people who do get together in clubs to play wargames usually end up playing miniatures. But most people, of course, don't belong to wargaming clubs, so I'd say wargaming to the typical Australian means board games.

*You make reference to clubs. Just how advanced is wargaming in Australia? If you stop the typical man on the street, and ask him what wargaming is all about, does he know what you are referring to? And just how prevalent are clubs? That is, how many do you know of which exist in Australia?*

The average man would probably laugh, or be completely unaware of what I was talking about. Clubs have come and gone in Australia. Because of our small population, there are not many clubs.



We've had big clubs come and go. I think, clubs to most people who are in them now, would represent small groups of local players who get together from time to time. Whereas a couple of years ago, we had several large organized clubs, they've since faded away. I'd say there are about 9 national correspondence clubs in Australia.

*Then I can take it that postal play, or as we call it here in the States play-by-mail, is non-existent in Australia?*

I do know some people personally who play games by mail. So it does exist. But I don't think it exists on a widespread basis. My reasoning for this is that we don't have many requests for the play-by-mail pads. I personally feel that this is a shame, because due to the large distances in Australia, play-by-mail is well suited to our country. To rectify this, I think we need an Australian magazine with local advertising services. I know there are plans at the moment to produce a magazine in Australia called *GAMES & BATTLES*, and one of the features of this will be an opponents wanted listing, specifically for play-by-mail opponents. I think once this occurs, play-by-mail will be on the increase, and I think it will be very good for the Australian hobby.

*I know you import several hundred copies of THE GENERAL for retail distribution in Australia. What has been the response of Australian players to our magazine?*

It's been very good. When *THE GENERAL* arrives, it's distributed to the shops and the shops I've kept in touch with usually seem to sell most of them within the first week or so.

*In general, how would you say wargaming differs in Australia from that practiced here in the United States?*

Obviously Australians aren't as well-organized as you. But on the credit side . . . you wouldn't find Australians prejudiced against one company's games. They accept every game on its merits. I think the Australians haven't got this bias which I find in the States towards one company or the other.

*Okay, you've left me somewhat red-faced in the past when I turned down both of your games, RUSSIAN CAMPAIGN and WAR AT SEA, only to change my mind later, when you published them. As Avalon Hill games we now find one of them to be rated at the very top of the Avalon Hill line. Can you go into some detail as to how you developed these fine games? And why you believe they have been received so favorably here in the States?*

When I was designing my games I had no idea they would be as popular as they are. I think one of the factors was that I did them in my own time, at my leisure. For example, when I did *THE RUSSIAN CAMPAIGN*, I must have read about 20 books on the war in Russia. This meant that I was walking around for weeks, even months with all this going on in my head. I had the flavor of the battle, I had the coldness of the Russian winter running through me . . . I was thinking that way. This influence and flavor was transferred to the final game, whereas people who work at SPI or Avalon Hill are given a certain number of hours to come up with a finished game, and the pressure is on them all the time. Whereas myself, I could do a little bit, get stuck and leave it for a week, doing it in my own time. I think this is the difference, really. A professional wargame designer who works at Avalon Hill, cannot afford to turn off for a moment if he's getting blasé. Because I could do this, I did not do anything which I wasn't happy with. *WAR AT SEA* was nothing more than a fun game meant to be playable and enjoyed. Too many people these days sit down, even if they're playing chess, and get too

personally involved, and really take being beaten seriously. After all, you play a game to have fun. That's what *WAR AT SEA* is all about; having fun with no hangups over who won or interpreting complicated rules. A person playing *WAR AT SEA*, whether he wins or loses, isn't really going to get too upset about it. After all, it's a fast-moving game, involving both players, which brings me to another point . . . I don't really think a good game should involve somebody sitting around for half an hour twiddling their thumbs while the other guy moves his pieces. A good game should move quickly which means short rules, and complete involvement of both players at all times. Playing a game with hourly turns is sort of like taking turns boring each other.

*Tell us more about the actual design decisions made in the game.*

Everything in *WAR AT SEA* is a compromise of sorts . . . even the combat factors on the counter. I'll give you an example: All the British battleships with the exception of *NELSON* and *RODNEY* have eight 15 inch guns which give an attack factor of 4. Now the *BISMARCK* also has eight 15 inch guns. So, we must give this a combat factor of 4 because everybody knows it's got the same armament. What people don't know is that the *BISMARCK* had a higher rate of fire and is firing a heavier shell, and in actual fact should have a combat factor of five. But if I was to put the combat factor of five in, I would get flooded by the complaints from people who have read the specifications of the ship, and think "Where'd you get this 5 combat factor from?" So you've got to really design a game for the average person, yet still include a little extra chrome for the expert so he'll be happy. What we've done in this game, is to give the German ships, if undamaged, the ability to add one to their die roll which makes their fire more accurate, which is a true portrayal. If you study naval history, whenever German ships were in surface actions, their initial fire was very accurate. You've only got to see what the *GRAF SPEE* did to *EXETER* and what the *BISMARCK* itself, and the *PRINCE EUGEN*, did to the *HOOD* and later the *PRINCE OF WALES*. The latter actually broke off battle, which is most unusual for a British ship of that era.

*Why weren't PRINCE OF WALES and RODNEY removed from the game when they should have gone to the Pacific?*

Well, for a start, if the *PRINCE OF WALES* and *RODNEY* have to be removed from the game, we should also remove the *GRAF SPEE* on the first turn of the game, and then remove the *HOOD* and *BISMARCK* on the turns they were sunk. *WAR AT SEA* starts with the situation as it was in 1940 but does not bind the players to events that happened later. That's why they're playing the game—to see what they can do. We can't assume that Japan will bomb Pearl Harbor and thus go to war with the U.S. and Britain. To reflect this, American commitment has been kept to a minimal. We've limited the *TEXAS*, for example, to the North Atlantic Ocean when in fact, it did bombard the beaches at Normandy and could have been involved in the game. The game was kept simple and playable by making a few compromises. One of them was to leave out the French fleet, which I see has already been noted and provided in the form of variants in the *GENERAL*. The addition of the French fleet is an interesting variation and enjoyable but it does not necessarily improve the game—only changes it. It did not improve the game to include the French fleet, in my opinion, it only lengthened the game. As it is now it is a game that two people can sit down and play in their lunch hour. They can play it in half an hour. And, this I

think, is one of the unique features of *WAR AT SEA*. If we go plugging in every little thing that we can think of, we make the game longer without really making it more enjoyable.

*A recently published F & M interview quoted you as stating that there was no difference between the Avalon Hill version and the Jedko version of RUSSIAN CAMPAIGN. Isn't this a bit of an exaggeration?*

Yes, my comments in that interview seem to have been taken out of context. I remember being a little angry over Richard DeBaun's review of the game and I defended the game as a game. I was particularly upset when he admitted he had not even played the game! What right did he as a self styled expert have to make such comments? He replied that he gave Avalon Hill the right to reply . . . to which I then said that I designed the game, not them and why didn't they write to me? I did in fact take his criticism personally and regarded his review as unfair. I dismissed his "fair reply" excuse by stating that I designed the game and did not, in fact, get a chance to reply. These are the circumstances that led up to me saying that AH did nothing to change or improve the game. Don't get me wrong . . . you did improve the game by adding polish . . . which any professional company would be expected to do. After all, the Avalon Hill version did add set-up coordinates printed directly on the counters and badly needed Order of Battle playing aid sheets. The rules were rewritten and a few things added here and there, but basically the two games are the same. They play almost identically except for the mishap over your interpretation of the AV rule as opposed to mine. The second edition Sudden Death Victory Conditions do go a long way towards correcting the game's major flaw in the Jedko version—that of a propensity toward drawn games.

*After two such favorably received games what else can American audiences expect from John Edwards?*

I've just finished a game called *FORTRESS EUROPA*. It concerns the Allied invasion of the German continent in 1944, and it will stretch from the Adriatic Sea to the German coast. It will be a game, in some ways, similar to *D-DAY*, in that it will be divisional level, but there I think, apart from the map being close, the similarity will end. The game will have railway lines with two sided counters and air power provisions. I hope that it will be an improvement over the *RUSSIAN CAMPAIGN*. It will not be absolutely comparable to it, in that the maps will be a different scale, but I think it will have much the same sort of flavor.

*Anything else planned after that?*

The only other game in the sausage machine at the moment is a game on the Battle of the Bulge, which will be done in 1978. I've already built up an extensive library on the Ardennes Offensive and am starting to get into it heavily. By the time I do the game I'll probably have the Ardennes Offensive coming out of my ears.

*Who are your favorite designers in the hobby?*

Dave Williams, who designed the *BATTLE OF MOSCOW*, *ANZIO*, and *FLIGHT OF THE GOEBEN*, would be my favorite. And of course you've got to mention Jim Dunnigan if only for the great numbers he's produced. A remarkable man.

*What would you estimate to be the number of actual wargame participants in Australia?*

I'd say around two thousand. These are people who play games regularly and own more than one game.





# SQUAD LEADER REPLAY

Germans: Arnold Blumberg  
 Russians: Dale Wetzelberger  
 Commentator: Don Greenwood



*Scenario 1 of SQUAD LEADER is, for quite obvious reasons, the one which many of you will be most familiar with. The rules for this scenario provide the basis for everything which follows and therefore virtually all SQUAD LEADER enthusiasts have played it with more than passing interest while getting their feet wet in this radically new game system. Our participants can probably lay claim to more games of it than most; both being primary testers of the game during its long development at AH. The commentator also happens to be the game's developer and has doubtless logged more hours over a SQUAD LEADER mapboard in the past two years than anyone else desiring to lay claim to that dubious distinction. His comments follow those of the participants in italics.*

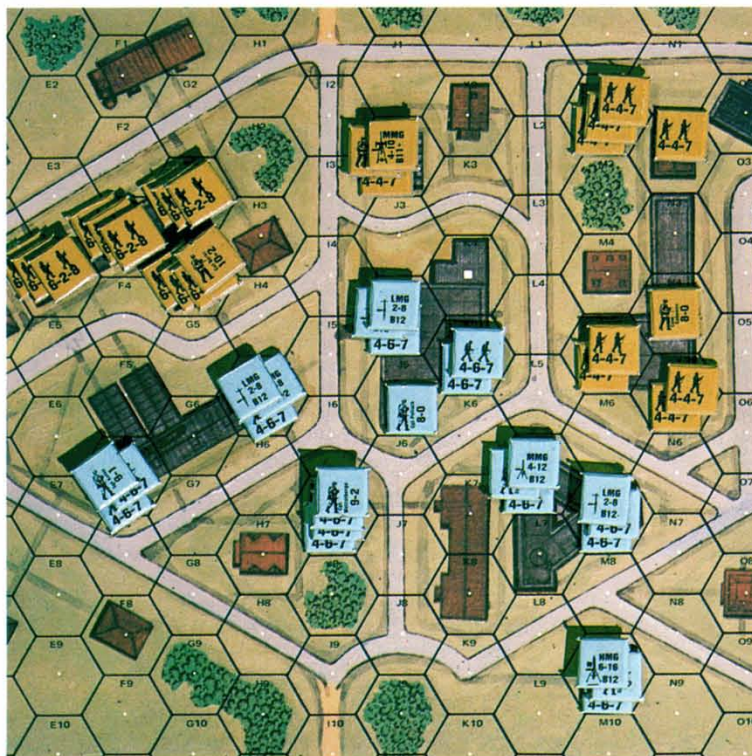
## GERMAN COMMENTS—

I have played "The Guards Counterattack" scenario, as both the German and Russian player, on nine occasions and witnessed others participate in it almost as many times. The result was always the same; i.e., the Russian steamroller maiming the German defense. The pattern is always similar; Fritz desperately attempts to hold all the buildings he initially controls; Ivan locks arms and rushes across the street after intensive prep fire, breaks into building F5 eliminating any German units in the building in hand-to-hand combat; concentrates 36+ firepower factors on building I7 while pinning down the opposition in buildings M7 and K5. Final result: the Russians end the game with about 50% of their force unbroken, occupying buildings F5, I7 and K5, opposed by two or three unbroken German squads in buildings M7 and M9, accompanied by one or two squad leaders who have been requested to turn in their Iron Crosses as a result of yet another German defeat in this scenario.

A few months prior to *SQUAD LEADER's* release at ORIGINS 77, a prominent gamer, and playtester of *SQUAD LEADER*, Robert Chiang, wrote a detailed analysis of the scenarios. In that letter to Don Greenwood, Bob stated that "... the Germans should win at least 95% of games played in Scenario 1." I wish he'd show me how it's done.

Realizing all that has gone before, my set-up is designed to attack, not just to receive fire. Keeping in mind the Russian victory conditions, my game plan is to trade buildings with Dale. It is my hope that while the Russians are storming building F5 (which they usually take easily by turn 2), I can be entering building N4. With the fall of F5, I7 and K5 became very vulnerable. On the other hand, with the fall of N4, the Russian building M2 becomes equally vulnerable to German occupation and the support of the Germans in building K5 becomes easier. If the above can be accomplished, and I can deny Dale a 3:1 ratio in unbroken Russian to German squads, I will win the game.

I placed the 9-1 leader and two squads in hex F6 in order to keep them out of the field of fire of the Guard units in building F3 and to block an end run around the west of F5. These units will quit building F5 as the Russians enter.



**INITIAL SET-UP—**There is little to fault in the opening set-up. Another German squad in J4 at the expense of K5 seems the only likely improvement.

The forces at H5 and J4 are designed to (1) use penetration fire for maximum killing power should the Soviets rush F5; and (2) minimize the number of squads that must be exposed to Russian Prep Fire.

A comment on my opponent. Dale is a solid gamer who does not become dejected as a result of a few bad die rolls. He knows *SQUAD LEADER* and its rules, and how to use them. He will probably attempt to pin my units down in building M7 with fire from building N4. He may reinforce his N4 position with the squad from N2 and some from M2, while taking most of the M2 units to building K2 in order to assault building K5. Meanwhile, his Guards will most likely prep fire at F5 and then advance across the street toward that building during the less chancy Advance Phase.

## RUSSIAN COMMENTS—

*SQUAD LEADER* is a unique game in that Fate plays a large part in the ultimate outcome. Granted one should not take great risks, however, the tide of battle can swing dramatically in a short period. A few "snake eyes" at the right time can repair almost any situation. Thus, past strategies are not very useful. Generally, on the attack one must attempt to bring the most firepower to bear against the enemy, leaving some units free to move and react to any opportunity. I am going to try to blast my way into building F5 with concentrated fire from the Russian Guards, and from there, see what develops.

The German set-up is good, however, I disagree with parts of it. In hexes H5 & J4 he has 2 LMG for 1 squad. If I can break the squad, then the LMG will be useless, whereas if they were stacked with two or more squads, I would have to break both to prevent use of the LMGs.

From a tactical standpoint, my initial thrust will be at these two hexes. I will then journey out into the street during the Advance Phase to avoid the -2 DRM that would be employed if I went out there during the movement phase. Just call me a conservative Soviet. Other Russian units will be deployed to support an advance, depending on my Prep Fire results vs. hex L6.

## NEUTRAL COMMENTS—

*Given the limitations imposed by the scenario, both set-ups are quite competent. The obvious error of stacking an 8-0 leader in the front line where he can only be a detriment to his troops has been avoided. Both players have correctly grasped the principle of keeping such leaders close by for rally purposes, but out of the front lines where their breaking would jeopardize the performance of their squads.*

*What few options this initial scenario allows in regards to set-up belong in most part to the Germans and no major faux pas are in evidence. F5 is quite correctly left vacated. Its occupation would serve only to expose forces to the massed fire of the*



*Russian Guards. Providing the Guards with any more targets within their normal range than necessary is about as sure a way as there is to lose building F5, its occupants, and the scenario. Unfortunately, they are in no position to return fire from F6 but it is a problem with no real solution. Leaving F6 vacant would mean that only the squad in J4 can prevent a flanking move to the west of the building and such importance should certainly draw all the fire the Russian can muster.*

*The only real point of contention seems to be in the double allotment of LMGs to a single squad at H5 and J4. Dale's argument does hold water, yet the MGs at J4 are necessary to cover the street. J4 is subject to only a 23% chance of breaking in an attack from J2 and 15% from G3. G4 could yield a 34% chance but that would rule out a normal range attack on H5. Under the circumstances, and considering the importance of the position, another squad should probably man J4.*

*H5 is quite another matter. Col. Berki and his accompaniment in G4 can lay a 56% chance of a break on H5, and if that fails, the rest of the Guards in E4 can chime in with another 15%.*

*Exposing more troops to the fire of Berki just won't pay off in the long run, and the LMGs are of no real use in F6. If the Russians don't cross the street during the first Movement Phase, the German will be able to reinforce H5 during his Movement Phase. Troops in H5 are between the proverbial rock and the hard place and any disposition there is a gamble which can only be justified by the fall of the dice. Adding a second squad to H5 is not a bad move, nor necessarily a good one.*

*One last comment on play balance is in order before we begin. Arnold is a bit over-pessimistic about the German's chances. During the initial development of the game, the Germans won 11 of 12 scenarios I was involved in. Naturally, the game rules evolved somewhat differently as we advanced to the later scenarios and this may have had an effect on play balance. The Chiang playtest report, coming as it did at the end of the project and coupled with my own earlier experiences, convinced me to add one squad to the Russian OB to "give them a chance". Post publication reports have indeed favored the Russians, but I find it hard to believe that the German's cause is as forlorn as Arnold would have us believe.*

#### RUSSIAN TURN 1— PREP FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Berki, 13, 14, 15	H5	12	+1/16	—
2) 19, 20, 21	H5	7	+3/8	—
3) Dubovich, 9, MMG	J4	6	+2/8	M:2
4) 10, 11, 12	J4	6	+3/8	—
5) 1, 2, 3, 4	L6	2	+3/16	3:5, 8

*My failure to achieve any damage in the western buildings bodes ill for the Soviets. I could eventually win a firefight by holding my ground, but time is my main enemy. I have only five turns to achieve the victory conditions. Therefore, I will move my remaining forces into positions from which they can advance into the street during the Advance Phase.*

#### DEFENSIVE FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Kelso, 1, 2	D4	8	+1/8	—
2) 3, LMG x2	G4	7	+3/8	—
3) 7, LMG x2	G4	10	+3/8	—
4) 8, 9	M4	8	+2/8	—
5) Wetzel, 4, 5, 6 LMGx3	M5	10	+1/16	—
6) Hieken, 13, HMG	N5	4	+2/8	1:10, 2
7) Hamblen, 11, 12, LMG, MMG	M5	7	+3/12	—

*The German defensive fire may have done him more harm than me. By creating a Berserk unit in N5, he has caused a distraction which may allow me to sneak into building K4 while the Berserker draws*

*the lion's share of the fire. If the Berserker is lost, however, I may be in for trouble in building N4 as I'll be short a unit where he can concentrate the majority of his firepower.*

#### ADVANCING FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) 6, 7, 8	K5	6	+3/6	—
2) 16, 17, 18	F6	4	+3/4	—

*German squad 10 routs to L7; Russian squad 1 routs to its leader at N4. The Russian then shows his skill in the low crawl by advancing all his Guards into the street in an assault on building F5, plus three more squads which advance into L3 in an attempt to take advantage of the Berserker's charge.*

#### NEUTRAL COMMENT—

*This is as unlethal a first turn of "The Guards Counterattack" as I've ever seen, but it is sure to lead to some nasty consequences soon. The only serious fault I can find with either player's attacks is the German's use of 3 LMGs in his first attack on M5. The third gun added nothing to the attack and risked an unnecessary breakdown by firing. It should have held its fire or taken a pot shot at J2.*

*The Russian's overall move is something else again, and is certainly bolder than I would attempt. Granted, the Russian is under time pressures, but given his total failure to harm the German defenses, I would have waited to see what a Russian Defensive Fire phase and another Prep Fire phase would do before venturing into the street. As it stands now, the German in his Prep Fire Phase has break or worse percentages of: 47% on the stack in E5, 36% on H4, 18% and 55% on G5, and 18% on F4. Given average luck, the Russian should have 4 of his Guards broken. A few low dice rolls could make it much worse and cripple the Russian's chances. The wait and see approach becomes even more palatable with the wise maximum advance into H3. This brings J4 into normal range of the Russian Guards*

*and also doubles the potential firepower on H5. Waiting one more turn seems the more sensible approach to me.*

*To the east, I would have prep fired the M2 stack on K5 rather than moving to M4. The subsequent berserk status of the Russian 2nd squad makes this move look better than it is. If the German is smart, he'll ignore the berserk squad and concentrate fire on L3.*

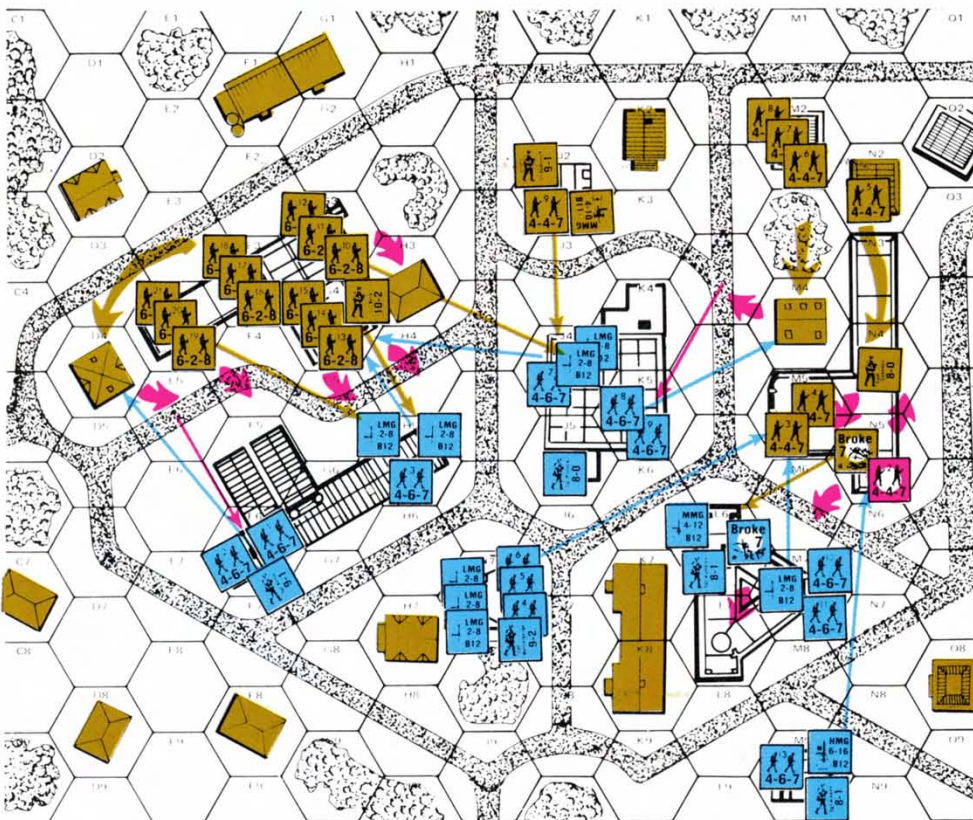
*The German's biggest mistake was in failing to rout Sgt. Hamblen to L7 with his broken squad. Not only did he miss a chance to rally the squad in his Rally Phase, but by vacating L6, he forces the berserk squad to attack M7 which the German can reinforce in his Movement Phase from M9 and then greet the berserker with a 3-1 -1 Close Combat Kill Number of "9".*

#### GERMAN TURN 1—

*The Russian advance into L3 is the only real surprise. I thought for sure he would use them as reinforcements for building N4 or, at worst, head for K2 via M1-L0-K1 in order to increase his firepower on J4 next turn. As it turns out, however, my only defensive fire which had any effect probably did him more good than harm by creating a berserk unit. It is essential that I enjoy a good round of Prep Fire this turn to offset his bold first move.*

#### PREP FIRE PHASE

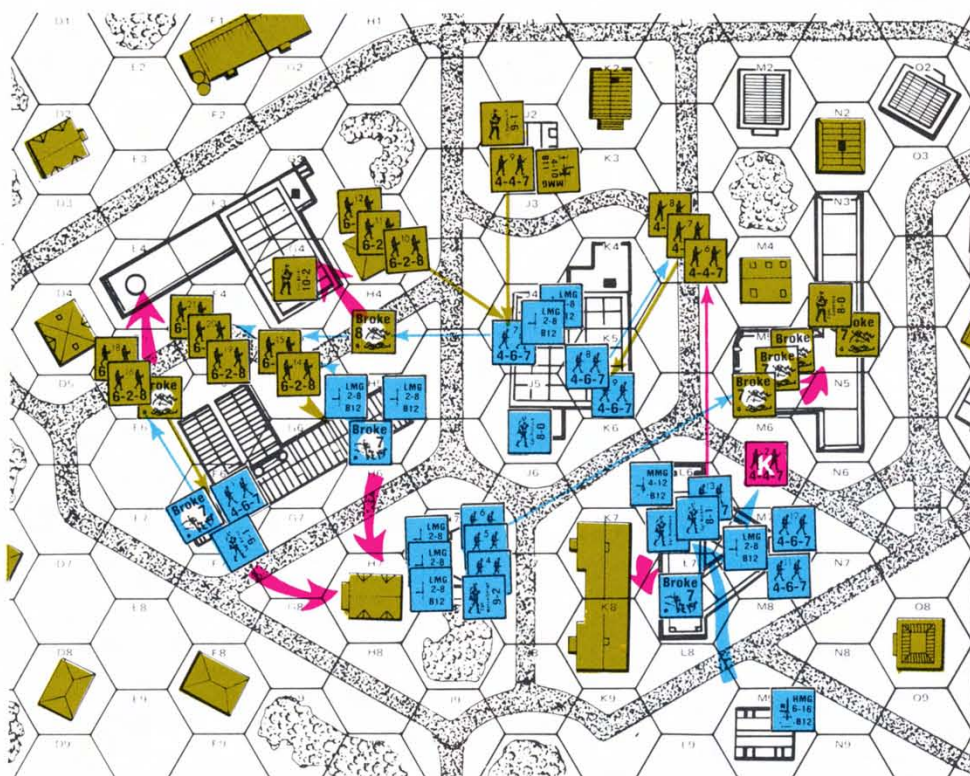
FIRING	TARGET	DR	DRM/IFT	RESULT
1) 8, 9	L3	9	0/8	—
2) Kelso, 1, 2	E5	8	-1/8	1:3, 8, 6
3) 3, LMG x2	G5	11	0/16	—
	F4	11	0/4	—
4) 7, LMG x2	H4	7	0/8	1:8
	G5	7	0/4	—
5) 11, 12, LMG, Hamblen, MMG	M6	4	0/24	KIA
6) 4, 5, 6, LMG x3, Wetzel	M5	7	+1/16	1:7, 8, 7



**RUSSIAN TURN ONE—**The first exchange of fire breaks only one squad per side but does result in the Russian 2nd Squad going

berserk. The subsequent Russian advance is probably too daring for this point in the game.





**GERMAN TURN ONE**—Despite breaking five Russian squads and killing the berserker, the German has made some fatal mistakes. The most obvious error is the abandonment of the HMG in order to get Hieken and the 13th squad to L6. In so doing, the German has sacrificed his most valuable weapon to get to the wrong hex in time to

The results of my attacks against the Guards were extremely disappointing as I managed to break only two squads. F5 will fall soon now regardless of what happens from here on. On the other hand, I did eliminate the berserk squad and my successful fire into M5 has left N4 bereft of good order defenders and enables me to pursue my strategy of trading F5 for N4. By moving Sgt. Hieken into L6 I have completed my preparations for the assault on N4.

make the wrong attack. the HMG could have been carried to M7 where the 11, 12 & 13th squads could have combined for a 12-1 attack on the three squads in L3. The Russian return fire breaks the German 2nd & 3rd squads and assures the fall of building H5.

#### DEFENSIVE FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) 6, 7, 8	K5	5	+3/12	1:5, 6
2) Dubovich, 9, MMG	J4	9	+2/8	—
3) 10, 11, 12	J4	8	+3/16	—
4) 14, 15	H5	8	+3/24	1:9
5) 16, 18	F6	6	+3/12	M:5, 7, 11

#### ADVANCING FIRE PHASE

1) Hieken, 13	L3	11	-1/2	—
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**RUSSIAN TURN TWO**—Russian prep fire breaks the German 7th squad before the German retaliates by breaking the 7th and 1st squads, and eliminating the 13th, 8th, and broken 5th squads. The carnage is increased when the now broken Russian 7th squad is

eliminated for failure to rout, and advancing fire on F6 dooms Kelso and the German 1st squad for the same reason. The Russian 6th and German 9th are lost in Close Combat.

Things are proceeding as well as can be expected and his failure to cause any damage yet to the occupants of building K5 is encouraging as it protects my move into N4.

#### NEUTRAL COMMENT—

The German routs squads 2 and 3 to H7 and ends his turn by advancing Hieken to L7 to tend to the broken squad there. He probably would have been well advised to rout Kelso along with squad 1 to H7 where he could attempt to rally them with Desperation Morale in the Russian rally phase. F5 is lost and Kelso should have taken the better part of valor.

The Russian routs squads 3 and 4 to N4 where Cohenov will have to do his best to rally some type of defense force for the building. Broken Guards 13 and 17 rout back to G4 and E4 respectively.

The German attacks on the Guards were just plain unlucky. The Russians got off far lighter than they should have. Over in the neighborhood of L3, however, the Germans got just what they deserved. The berserk unit should have been ignored in favor of a concentration of all available fire on L3. The Russians now have an "in" to K4 and the availability of plenty of firepower to lay on J4 means that they could well have the upper hand in any battle for the building which now looms as the critical point of the battle. As successful as the attack on M5 was, the German interests would have been better served by having the 17 fire group hit H3 which is now the principal firing point for the destruction of J4.

#### RUSSIAN TURN 2—

Turn 2 commences with the successful rallying of the German 10th and Russian 1st squads. Col. Berki also manages to rally the 13th Guards despite the effects of Desperation Morale.

The squads in L3 have to get out of the middle of the street but just where they go will depend on the results of my Prep Fire. Between Dubovich and the Guards in H3, I should be able to neutralize J4 and that will allow me to advance into K4 where I can hope for an early attainment of my victory conditions. Then I'll play defense. If I don't break the German 7th squad, then I better back off and reinforce M5.

#### PREP FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Dubovich, 9, MMG	J4	8	+2/8	—
2) 10, 11, 12	J4	5	+3/16	1:10

Now that I've neutralized J4, I'll try to accomplish both the assault on K4 and the reinforcement of M5. Sending the 13th Guards into I4 combined with my taking of building F5 with its excellent fire positions for attacks on I7 should draw off enough fire to allow N4 to hold on its own until Cohenov can rally some more troops.

#### DEFENSIVE FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Kelso, 1	G6	11	+2/8	—
2) 8, 9	K4	4	+3/16	2:4, 8
3) 11, 12, 13, LMG, MMG	N5	5	+3/16	1:8
4) Wetzel, 5, 6, LMGx2	M5	2	+1/12	KIA
5) 4, LMG	I4	3	-2/6	KIA

The decision to advance into K4 with only two squads was a mistake. Realistically speaking, I just didn't send enough to give myself an even chance of doing much good in either building. Given his attack on M5, though, I guess I'm fortunate I took the wrong course. In any case, N4 is in a lot of trouble. I'll move my MMG to K2 to at least cover the L5 approach to the building.



## ADVANCING FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) 6	K5	8	+3/8	—
2) 14, 15, LMG x 2	17	3	+3/8	1:3, 7, 5, 4
3) 16, 18, 19, 20, 21	F6	5	+3/30	3:7, 7, 7

During the ensuing Rout Phase, the Russian 1st squad returns to N4 to hear Commissar Cohenov's patriotic pitch again and the 7th is eliminated for lack of a place to rout to. The Germans lose Kelso and the 1st squad for failure to rout, the German 7th moves to J5 where Cpl. Pollack awaits.

The Russian Advance Phase reinforces the notion that this Soviet is in a hurry with bold moves into G7, I4 and K5. The latter results in a Close Combat but the Russian is unable to tie down the German squads in melee. He does eliminate the German 9th squad at I-1 however, before being eliminated himself at 2-1.

## NEUTRAL COMMENT—

*Although the dice roll made it a moot point, Kelso and the 1st German squad fired into the wrong hex. The Russians in G6 moved through F5 and would have been equally affected by firing into that hex. A low dice roll could have bagged all five of Kelso's immediate problems rather than just three.*

*The absence of the German HMG is telling. I'm beginning to suspect Arnold doesn't realize a squad can fire its own inherent firepower in one attack and a support weapon in the other. A MG attack on K4 might have prevented the loss of the German 9th squad in Close Combat.*

*Given the more immediate problem of the Russian Guards in H5 and G6, I'm not very impressed with the KIA registered on M5. The failure of Kelso to rout out of F6 is going to leave the Germans very short on manpower very soon and the Russian firepower concentration on I7 is overpowering.*

*The Russian advances which close his turn are probably too precipitous. There is no need to give the German cheap shots at Russian squads—especially three at a time. As it stands, the Germans in I7 have a 42% chance of scoring a KIA on I4. Furthermore, the Germans in L6 and L7 using an "upstairs" LOS have a 28% chance of eliminating the Russians in G7. Such an occurrence could well eliminate any chance of Soviet victory as well. In addition, the move into G7 will allow the German squads in H7 to rout again. They were worthless in H7 as long as Cpt. Wetzelberge was tied down in I7 directing fire, but if they keep routing eastward they may eventually find a leader to bring them back into the fray. It is my opinion that the Russians could afford to wait a bit longer and would benefit from another exchange of fire before taking such risks. The advances would be more acceptable if they weren't so resemblant of an "all your eggs in one basket" approach. If the opponent is going to score KIAs, make him do it with several low dice rolls, not just one!*

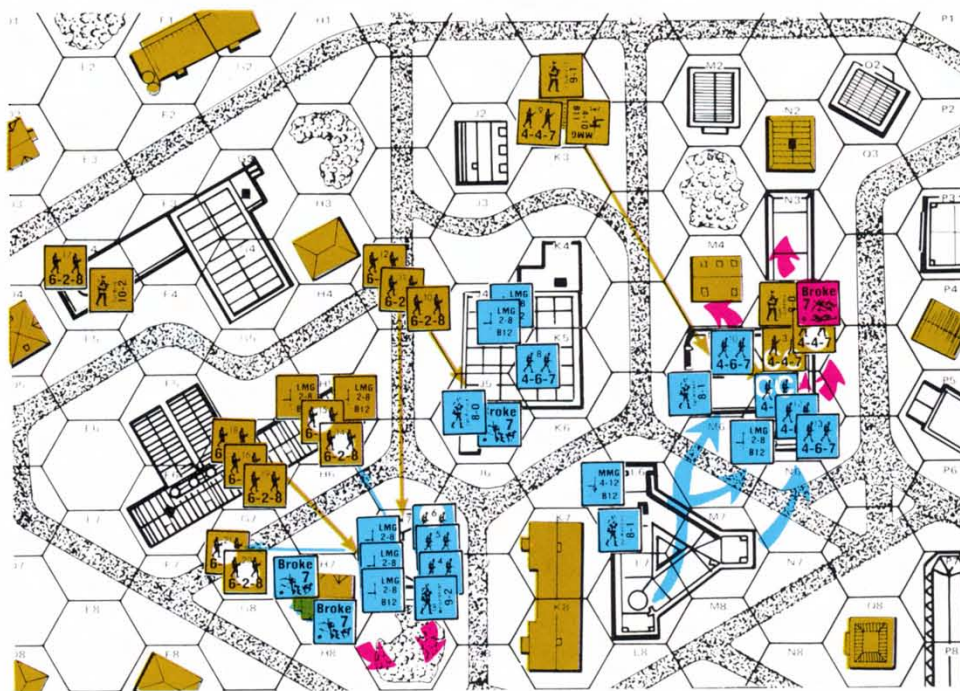
## GERMAN TURN 2—

The Russian succeeds in rallying all three of his broken units which were not subject to Desperation Morale including two desperately needed squads in N4.

## PREP FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Wetzel, 4, 5, LMG	H5	6	+1/8	1:8, 9
2) 6, LMGx2	G7	5	0/8	2:10, 8

My success against the Guards in G7 and H5 gives my position at I7 a new lease on life. Thus reassured, I am launching my assault on N4.



**GERMAN TURN TWO—**The German enjoys good fortune at the expense of good judgement. The Russian 14th, 15th, 20th and 21st squads are broken in Prep Fire while the 10th, 11th and 12th are allowed to cross the street at I4 without a shot being fired. The Russian returns fire, nicking the defenses at I7 by breaking the

German 6th. The German advancing fire has mixed results, breaking the Russian 4th squad, but turning the already broken 1st squad into a berserker. The Russian 3rd and German 11th are lost in close combat while the berserk Russian 1st holds the 12th and 13th locked in melee.

## DEFENSIVE FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) 10	J5	9	+3/6	—
2) 11, 12	I7	7	+3/6	—
3) Dubovich, 9, MMG	M5	10	+2/8	—
4) 3, 4	M5	9	+3/16	—
5) 16, 18, 19	I7	6	+3/16	1:3, 5, 8, 12

## ADVANCING FIRE PHASE

1) 10, 11, 12, 13	N4	7	+3/16	M:3, 2, 7, 11
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During the Rout Phase Guards 20 and 21 return to F6, Cohenov and Squad 4 rout into N3, presumably to allow the Commissar to extol the virtues of Mother Russia in the back room during the Russian Turn 3 Rally Phase as well as to avoid the melee in N4. In the Resulting Close Combat, the Russian 3rd squad is eliminated in a 2-1 but the berserk squad survives a 3-2, thus holding the Germans in melee. To add to their problems, the German 11th squad is lost to a 2-1 Close Combat attack. German squads 2, 3 and 6 rout to I8 where they meet up with Cpt. Wetzelberge who advances into the hex. The German 10th squad advances to M4 to cut off any potential reinforcement to buildings N4 and M2.

## NEUTRAL COMMENT—

*The German attacks, although wildly successful, were more lucky than good and may ironically lead to their downfall. The failure to attack the stack of Guards in I4 with everything I7 could muster is just incomprehensible. The remarkable good fortune in H5 and G7 just does not compensate for the failure to seize a 42% kill opportunity (75% break) on three Guards. His failure to do so should cause the fall of K5.*

*This lapse is even more of a cardinal sin given his complete failure to utilize his alternative firepower in L6 and L7. These forces could have sufficed to deal with the flanking move in G7. Instead, they got carried away with a need to immediately take a building to make up for the one they lost. Meanwhile, Sgt. Hamblen cools his heels in L6 unused. Apparently, the German was not aware of his LOS possibilities.*

*The German receives insult on top of injury when his advancing fire on N4 transforms the Russian's broken 1st squad into a berserker—a fact only marginally compensated for by the breaking of the Soviet's 4th squad in the same attack.*

*The Russian defensive fire into J5 was a good attack despite its failure to achieve casualties as it kept the German 7th squad under the effects of Desperation Morale.*

*Despite all this, the German's position is far from hopeless. Given the same dice against different targets, the German could well be in a commanding position now. As it is, the well-timed advance of Cpt. Wetzelberge and the rout of three squads into I8 threatens to give the Germans some much needed manpower just in time to hold the western flank while the Soviets are in grave danger of losing N4 and M2 in the east.*

## RUSSIAN TURN 3—

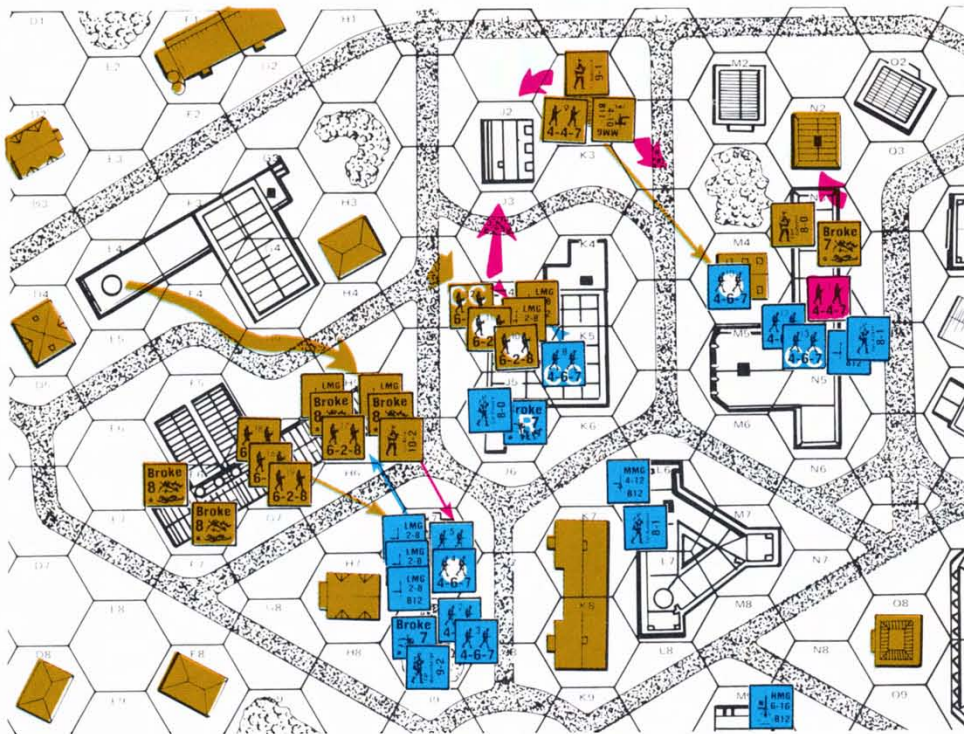
The German fortunes improve even more in the Russian Rally Phase, with the successful rally of his 2nd and 3rd squads. The 6th and 7th, still under the influence of DM do not rally however, and the 7th is desperately needed. The Russian 4th is equally reluctant, however, and is needed every bit as much.

## PREP FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Dubovich, 9, MMG	M4	7	+1/8	M:9
2) 16, 18, 19	I7	7	+3/16	M:9, 4

K5 should be mine after this turn. Odds are that at least one of my Guards will survive his defensive fire, and if necessary, Close Combat. The breaking of squad 10 in M4 was a stroke of luck as it will be eliminated for failure to rout. This manpower loss should enable me to hold M2. Col. Berki and the 17th Guards move into H5 for the dual purpose of rallying comrades and providing fire support. His loss of yet another squad in I7 makes Berki's exposure on the front line a more reasonable risk.





**RUSSIAN TURN THREE**—The Russian Prep Fire proves very costly—breaking the German 4th and 10th squads. The latter is especially costly as it is eliminated for failure to rout, adding to the carnage created by yet another successful Close Combat which eliminates the German 13th squad. The unexpected Russian

resistance in N4 has probably sealed the German's fate, despite his utter good fortune in neutralizing the Russian penetration of building J4. The German 8th squad's defensive fire breaks the Russian 10th and 11th and allows it to temporarily save the day in a Close Combat exchange with the Russian 12th.

#### DEFENSIVE FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) 5, LMG x 2	H5	5	+3/8	M:8, 9, 3, 4
2) 8	J4	3	+3/8	1:11, 8, 5

#### ADVANCING FIRE PHASE

1) 12	K5	2	+3/6	1:4
2) 17, Berki, LMG x 2	17	6	+1/4	—

I got the better of the Rout Phase. My 10th and 11th Guards rout to J2 where they are in easy reach of Lt. Dubovich while Com. Cohenov moves into N2 with the broken 4th squad. The German loses the 7th and 10th squads for failure to rout. In my Advance Phase, I'm moving the 9th squad and the MMG to L2 in an effort to reinforce N4 while Dobovich splits back to J2 to rally the Guards. The 10th Guards advance into K5 is met by a successful 1-2 Close Combat, but not before the Guards blow the German 8th squad away with a 2-1 in exchange. Meanwhile the berserk Russian in N4 is deserving of the Order of Lenin. He not only survives another 2-1, -1 CAT, thus keeping N4 in melee, the German 13th squad succumbs to a 1-1.

#### NEUTRAL COMMENT—

The German counterattack in N4 is melting away before his eyes thanks to the heroics of the Russian first squad. The German advance into M4 is now shown post facto as a foolish move. M4 offered no advantage at all over M5 except for the possibility of a Point Blank Fire on Cohenov in N3. The advance should not have been made until the Russian threat to rout routes in N4 was eliminated. M5 offered both better protection from incoming fire and LOS due to its height advantage. The premature advance proved to be a very costly one.

It is still anybody's game, however, thanks in large part to the expulsion of Russians from building K5. If the German can reinforce K5 and finally win his melee in N4, he has a chance.

My recent losses have convinced me that my only chance is to reinforce N4 with all available men, taking it and M2, and hoping that my single squad in I7 can hold out. Therefore, I'm moving my remaining strength to the east in the person of Cpt. Wetzelberge and two squads.

#### DEFENSIVE FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Berki, 17, LMG x 2	K7	12	+1/6	—
2) 16, 18, 19	17	7	+3/16	M:7
3) 9, MMG	K4	6	+3/8	—

#### ADVANCING FIRE

1) Wetzel, 2, 3	G6	9	+1/4	—
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So far, so good—his defensive fire did no additional damage and he lost two captured LMG in the bargain. Wetzelberge now advances into M5 where he can protect K3 and be on hand to join the melee in N4 if I don't kill the berserker this time.

Another notch on the guns of the berserk squad. They've completed their single-handed destruction of my initial attack force and are still unscathed through three rounds of Close Combat despite my leader advantage. This is the last straw. I now am down to only 3 unbroken squads and am in danger of being wiped out; let alone winning the game. Losing 5 squads to Close Combat, failure to rout, and a fate dice roll is just too much to overcome.

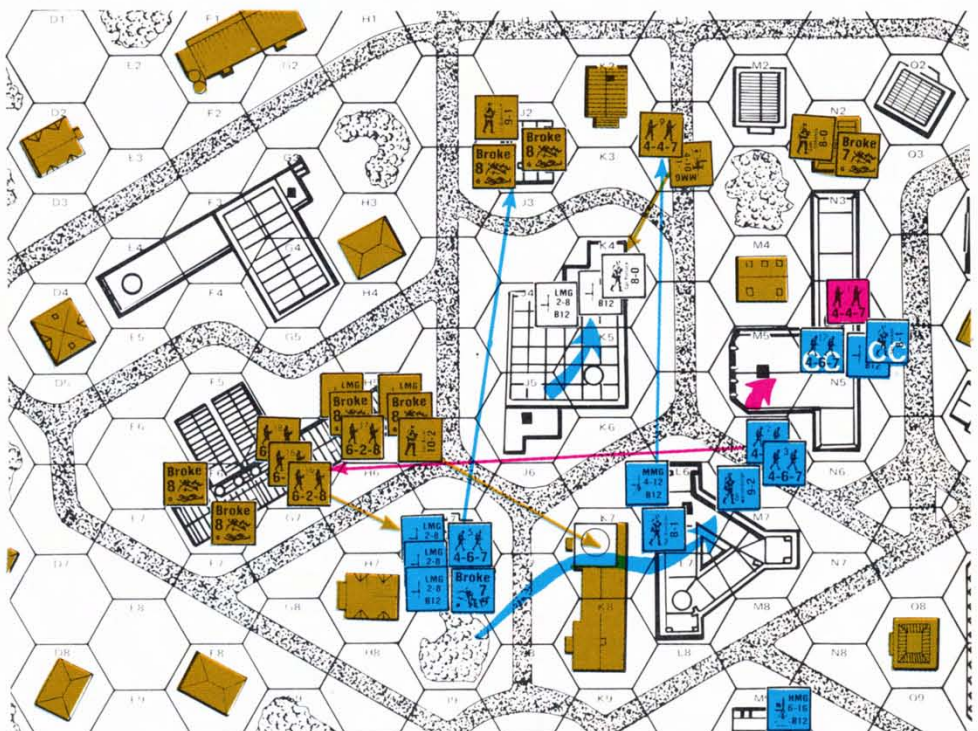
#### NEUTRAL COMMENT—

Arnold's plight is indeed great but the situation is still not hopeless. He neglects to mention that the Russians have only 6 unbroken squads left at this point. A single low dice roll in the right place could still restore the situation.

The German Prep Fire selection was less than optimal. He does have to fire on J2 to prevent the rallying of the Guards there, but a single LMG would have sufficed. The other 6 factors should have gone to his more pressing problem—H5 or G6.

#### RUSSIAN TURN 4—

The German's failure to fire on H5 last turn has hurt him. Both Guards units there as well as the



**GERMAN TURN THREE**—Fortunes were again mixed as 17 continues to hold out against superior Russian firepower, but fate is cruel to the Germans in other ways as they lose both a broken squad to

a fate roll in the Rally Phase and yet another 1-1 Close Combat against the berserk Russian 1st squad.



Russian 4th squad in N2 rally. The Guards then join in a massive attack on I7 which eliminates two German squads and opens the flood gates.

#### PREP FIRE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) 14, 15, 16, 18, 19	I7	2	+3/30	KIA

Now that his last squad on the west half of the board has been eliminated, I'm home free. All I have to do is waltz into two more of his nearly defenseless buildings and let him have N4. Besides, I now own a 9:2 advantage in unbroken squads.

#### DEFENSIVE FIRE PHASE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Wetzel, 2, 3	N4	8	+1/16	1:11
2) Pollack, LMG	J4	4	+3/2	—

#### ADVANCING FIRE

1) 1, 9	M5	7	+3/12	—
2) Berki, 17	K4	8	+1/6	—

The German defensive fire breaks the Russian 4th squad which routs to N3. All remaining Russian squads advance in the Advance Phase. Berki and the 17th Guards kill Pollack in a 6-1 Close Combat but the berserk Russian has run out of luck. The 1st and 9th Russian squads miss with a 2-1 Close Combat against one German squad while the German takes them both out in a 1-1.

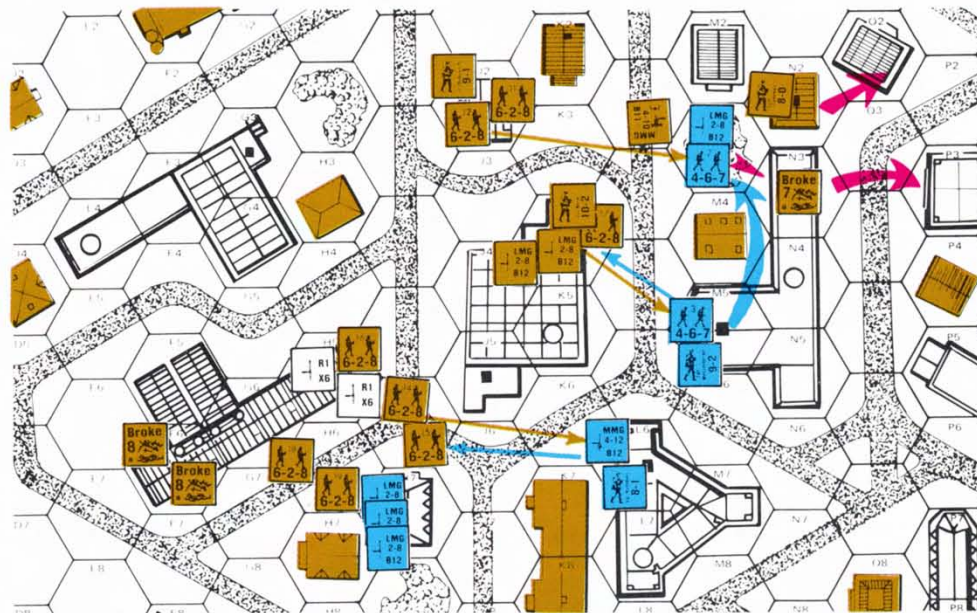
#### NEUTRAL COMMENT—

*Despite finally winning a Close Combat, the German is all but beaten. He had to hope that I7 could somehow hold out and without it, his entire position has collapsed. All he can do now is charge Russian units and hope for the best.*

*The German should have defensive fired on M4 instead of N4 as the wooden building was an easier target. He had virtually no chance of stopping the berserk squad in a stone building, but the mistake went unpunished given the outcome of the Close Combat. Why isn't Hamblen firing the MMG?*

#### GERMAN TURN 4—

More bad news for the German. The two Guards squads in J2 have rallied.



**GERMAN TURN FOUR—**The German player succeeds in his initial goal of taking two Russian buildings, but finds himself losing anyway.

#### PREP FIRE

FIRING	TARGET	DR	DRM/IFT	RESULT
1) Wetzel, 3	K4	3	+1/4	1:6, 4
2) Hamblen, MMG	I6	7	-1/2	—

#### DEFENSIVE FIRE

1) Berki, 17, LMG	M5	12	-1/8	—
2) 11, 12	M3	11	0/6	—
3, 14, 15, 16, 18, 19	L6	12	+3/12	—

#### ADVANCING FIRE

1) 2, LMG	N3	5	+3/6	—
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The turn ends with the German having made good the pledge to take two buildings. N4 and M2 are now solely theirs, albeit at a rather high cost. The Russian 4th squad routs to P3 and Cohenov voluntarily breaks to rout into O2.

#### NEUTRAL COMMENT—

*The voluntary breaking of Cohenov was quite clever. This way, he avoids a Close Combat*

due to excessive losses. The situation as it now stands will force him to make suicidal charges in a vain attempt to satisfy victory conditions.

*confrontation and may rally in time to sneak back into N3 and deprive the German of an "exclusive control".*

*Surprisingly, the Russians have not yet attained their victory conditions in terms of buildings controlled. Fortunately for them, they do not have to. All they need do now is avoid the loss of three squads.*

#### AFTERMATH—

At this point, we end our blow-by-blow description of the game with gloom and despair much in evidence on the German lines. We would be remiss, however, if we did not report the final outcome.

Facing a lost game in any case, the Germans made suicidal assaults on J2 and K4. Miraculously, the German 2nd squad not only reached J2 but succeeded in capturing it, and eliminating the two Russian Guards there in Close Combat.

It would make nice reading if we could report that Wetzelberge and the third squad had similar luck in K4, but they were gunned down in the street of L4 at Point Blank range. Their chances of making it across the street, let alone of winning the Close Combat, were roughly 1 in 12. But if they had . . .

#### RUSSIAN SUMMATION—

In analyzing the entire game, I'll be the first to admit my play was far from flawless. The premature advance towards building K4 and the accompanying split decision to reinforce N4 were piecemeal commitments that amounted to gross errors. I think Arnold blew his last reasonable chance by not staying in the I7 area. Abandoning the two squads in I7 to their fate was the fatal blow.

#### NEUTRAL SUMMATION—

*This game could easily have gone either way through the first three turns. It was not until turn 4 that the Germans' plight approached near hopeless proportions.*

*The "luck" seems to have been apportioned out as evenly as one could expect. A quick accounting of 94 Russian and 68 German dice rolls led to an "average" dice roll of 6.73 for the Russian and 6.72 for the German. Naturally, not all dice roll situations are created equal and the oversimplified analysis above provides very little in the way of*



**RUSSIAN TURN FOUR—**The Russian Prep Fire, reinforced by the rallied 14th and 15th squads scores a KIA on I7, killing the German 5th and broken 4th squads, and ending any real chance of a German victory in the process. The Germans respond by breaking the Russian

4th with their defensive fire phase and eliminating the Russian 1st and 9th in the Russian initiated Close Combat in M5, but it is too little, too late.



# MISSION SCENARIOS

by Arnold Hendrick

"Lieutenant, you're detached to the Corvette Novgorod, with the 3rd Platoon. Sealed mission orders are waiting for you on board. Don't forget to requisition the special equipment and support you'll need after you read the orders." The Colonel stood up, "Good luck, son, and bring 'em all back!"

One of the real tests of military judgement is being able to accomplish the mission assigned. Furthermore, this mission must be accomplished in relative ignorance of the enemy strength. The "mission scenario" system presented here approaches this idea better than the simple straightforward scenarios given in the *STARSHIP TROOPERS* game, and provides for over 100 variations, so that it is almost impossible to get the same mission on the same planet, and even less likely to be facing the same enemy.

The operation of the system is very simple:

- 1) The Terran player draws one card, secretly and at random, from a deck of 52 playing cards (no jokers). This card indicates his mission, and the type of planet he will be landing on.
- 2) The Terran player informs his Arachnid enemy of the type of planet, and may be obliged to inform him of certain restrictions, in the case of some missions. From this information, the Arachnid can narrow down the possible Terran missions, but the exact Terran mission won't be revealed until the end of the game. Furthermore, only the Terran player knows the time limit of the game, which can range from ten to thirty turns. (The planet type/mission code letters should be jotted down secretly and the card returned to the deck.)
- 3) Both players now select their forces. Players have much greater selection ranges than in actual scenarios, so that the Terran player can equip himself as needed, while the Arachnid player can form "incomplete" hive complexes (with fewer than the full number of brains, workers, warriors, heavy weapons, and/or engineers). Play balance is maintained by a point system, which compares the "value" of the player's initial force to what he accomplished, and relates this to the enemy forces. Although opposing sides don't know what the enemy selected, if it turns out you have twice the force the enemy does, to just draw the game, you must do twice as much damage as you suffer, etc. In other words, if a player selects a big, powerful force, he must do a correspondingly superior amount of damage to the enemy, or he will lose. In game terms, the net result is that it is easier and safer to command a small force than a large, providing a balancing factor on the impulse of every commander to fit himself out with every weapon he can find.
- 4) These scenarios assume that the primary opponents are the Terrans and Arachnids. In the "Early War" period, the Humanoids are considered Arachnid allies, and in most circumstances can fight with them, or instead of them. In the "Late War" period, the Humanoids are Terran allies instead. A few rule changes and additions are necessary to maintain balance throughout these mission scenarios.

## Point Values

Before the start of the game, each player must calculate the overall value of all the forces he has selected. This is the "initial army value" for that side, and includes the value of any Humanoid allies serving with a player.

At the end of the game, each player tabulates his "final victory value," based on the damage he inflicted on the enemy (and any enemy allies). This includes damage, wounding and killing enemy units, prisoners, destroyed installations, etc.

Overall victory levels are determined by the following equation (see below). In the equation "TI" means Terran initial army value, "TF" = Terran final victory value, "AI" = Arachnid initial army value, "AF" = Arachnid final victory value.

$$\frac{(TF) \times (AI)}{(TI) \times (AF)} = \text{Victory Level}$$

Victory levels use the following scale to determine the type of victory won:

2.00 or more	Terran decisive victory
1.50 to 1.99	Terran recognizable victory
1.15 to 1.49	Terran marginal victory
0.88 to 1.14	draw
0.67 to 0.87	Arachnid marginal victory
0.51 to 0.66	Arachnid recognizable victory
0.50 or less	Arachnid decisive victory

With many missions, the Terran player has a secret victory requirement. He must accomplish certain goals, or he is unable to win a victory. If he fails the requirement(s), the best he can do is accomplish a draw.

The Terran player also has an indication of whether he must "retrieve" his forces by boat, or get them into a safe planetary perimeter. Forces that are not retrieved or within a safe perimeter by the time limit are considered captured by the Arachnid. EXCEPTION: Any Humanoid allies with the Terrans need only be retrieved if the scenario requires retrieval.

## Extend Multi-Scenario Play

Players may wish to maintain a "Combat File" for themselves, recording victories and defeats, just as a real officer would. A decisive victory is worth +5, a recognizable victory +3, a marginal victory +1, a marginal defeat -1, recognizable defeat -3, and decisive defeat -5. A player should keep a running total of his "file points," and the number of "missions" he has performed. The overall total indicates his current rank, while the average score indicates his general combat ability.

The Terran player should assume that the platoon leader (PL) man represents himself, and the PL should always be used. The Arachnid player should select any one master brain, and consider that to represent himself (exact master brain should be listed when planning out the hive complex). If a player is only using Humanoid allies, he is represented by the Humanoid Leader. If a player's personal representation is killed or captured, he is considered "out of the war," and a new record must be started. If a Terran suffers a WIA, he must roll a die: 1,2,3 and he is so badly wounded he can never return to combat; 4,5,6 and he recovers.

For those who like a specific rank representation, for every +4 total file points accumulated, a Terran player advances one level in rank. Rank levels are: 3rd Lieutenant, 2nd Lieutenant, 1st Lieutenant, Captain, Major, Lieutenant Colonel, and Colonel. A total of 50 points must be accumulated before he advances to General, the highest rank. The Arachnid player can conjure up equivalent ranks for himself.

Optionally, the amount of forces a player may use could be related to the rank he has achieved so far. A Terran 3rd Lieutenant is represented by only a section leader, and cannot command more than three squads, and no more than two engineer squads. A 2nd Lieutenant is allowed one full MI platoon, and up to one Engineer section. A 1st Lieutenant can use up to nine squads of MI, but no

more than one full Engineer section. A Captain may use any quantity of troops, limited to those available in the counter mix.

Similarly, an Arachnid player would have to have a rank **equivalent** to 1st Lieutenant before he could use two hive complexes, and **equivalent** to a Captain for three hive complexes.

There would be no limits on use of Humanoid allies, regardless of rank, but the overall number of heavy weapons units allowed to the player could not exceed his current number of file points, save that a minimum of four heavy weapons would be allowed regardless of the file number.

If a player reaches down into the two-digit negative numbers (-10 or worse) it is likely he would be cashiered and replaced with a new "personality." Actually, any player who drops below zero should be allowed to drop that personality and start a new one.

## TERRAIN TYPES: Planetary Geoforms

- **Type A Planet:** (Arachnid). No Humanoids allowed. All terrain considered Savannah, no roads.
- **Type B Planet:** (Barren, modified). Barren terrain only costs aliens 1 MP to enter per hex. In late war scenarios only, no Humanoids allowed, roads do not exist, and city/port hexes are considered Savannah.
- **Type D Planet:** (Desert). Rough terrain is considered barren instead, does not affect ranged weapons. City is considered ruined, equivalent to rough terrain, but the four space-port hexes are still intact city/port hexes. No more than 100 points of Humanoids allowed, and no water, power or communications installations, or Humanoid fortresses, are allowed.
- **Type G Planet:** (Gas Giant). Thick and totally poisonous atmosphere. All terrain considered rough ground, no roads. All Terran MI drops and beacon drops must roll twice each for individual unit drift. All Terran WIA are automatically considered KIA instead, as atmosphere kills any men whose suits are opened. Special talent may not be used on this planet.
- **Type H Planet:** (Humanoid). Humanoids **MUST** be used. No terrain modifications.
- **Type M Planet:** (Mountainous Mining). All savannah and city/port hexes are considered barren terrain, no roads.

Arachnids allowed one extra engineer per queen, assigned to any combat brain in that queen's complex (allowing one brain per complex to have two engineers). Engineers must work separately, and individually.

Terrans lose their extended jump movement phase, may not use extended jump movement. Terrans must roll twice for each individual unit drift, for MI initial drop and beacon drops.

- **Type O Planet:** (Ocean). Barren ground is actually the "great red ocean." Ocean costs 3 MP for aliens to enter, 6 MP for Terrans, and blocks ranged fire similar to rough ground, since "Ocean" operations actually occur on the floor of the ocean (not the surface of the "water"). Note that MP costs prohibit the Terran from making an extended jump move into an ocean hex, but do permit him to jump out into a non-ocean hex. Ignore all roads in ocean hexes.



Arachnids may tunnel freely under the ocean, but cannot open a breach in the primary tunnel segment. All Terran HNG bombs are rendered useless in the ocean, unless exploded with an Engineer demolition charge. Humanoid installations and fortresses may not be deployed in the ocean, and no Humanoids may start in ocean hexes (although their heavy weapons may enter it).

• **Type R Planet:**

(Rolling non-mountainous). All rough ground costs 2 MP for all units to enter, instead of 3 MP.

• **Type T Planet:**

(Terran). No Humanoids are allowed. Barren terrain is considered savannah instead.

• **Type W Planet:**

(Wet). Non-road savannah hexes are marsh, cost 2 MP for aliens or terrans to enter. Roads are dike transportation lines, and block ranged fire between marsh hexes (do not block ranged fire if the firer and/or target is in a non-marsh hex).

Barren terrain is considered highland jungle, 2 MP for all units to enter, and blocks ranged fire like rough or city/port terrain. Roads in the "red jungle" increase movement rate for aliens to normal road rate, but do not affect firing or Terrans. RAD areas demolish jungle, and the RAD hexes are considered Savannah instead.

## EARLY WAR MISSIONS

**A. Raid**

1. Terrans must destroy at least one Humanoid installation, or one Arachnid Brain or Queen, or they cannot win, regardless of points.

2. Terrans are not allowed more than three MI squads, and no more than one engineer section. Terrans must arrive by drop or soft landing, and must retrieve all forces by the end of the game. Time limit 12 turns unless Terran player is attempting to kill brain or queen, in which case he is allowed 16 turns.

**B. Diversionary Attack**

1. No specific victory requirements.

2. Terrans not allowed more than three MI squads, and no more than one engineer platoon. Terrans must arrive by drop or soft landing, and must retrieve all by the end of the game. Time limit of 10 turns.

**C. Occupation**

1. At the start of the first turn, the Terran must place one or two perimeter markers within 10 hexes of V17; if both markers are used they must be at least 8 hexes apart. Terrans score bonus of 50 points for each turn there are no alien units on the surface within 8 hexes of each perimeter marker placed (thus Terran could score 100 for each turn marker is in place).

2. Terrans may arrive by drop, soft landing, and/or enter overland via any one edge. Must retrieve any units that are not within 8 hexes of a perimeter marker at the end of the game. Time limit of 15 turns.

**D. Assault**

1. Terran must clear city of all surface units, installations and fortresses at the end of ANY Terran segment, or the Terrans cannot win regardless of points. In addition, Terrans must clear one of the four spaceport landing hexes, and have it clear of alien surface units on the last Terran segment of the game (turn 18).

2. Terrans may arrive by drop, soft landing, and/or via the west or south edge overland. Must retrieve any units that are not within 8-hex perimeter of a city/port hex at the end of the game. Time limit of 18 turns.

**E. Capture**

1. Terrans must capture Humanoid leader or Arachnid Brain, and retrieve it from the surface in a landing boat, or they cannot win regardless of points.

2. Terrans arrive by drop and/or soft landing. All Terrans and captives must be retrieved. Time limit of 16 turns.

## LATE WAR SCENARIOS

**F. Defend Humanoids**

1. Arachnids are on offensive, and may only use offensive demolition charges (no defensive). Arachnid player must be so informed.

2. Terrans must maintain at least one operational water, power and communication plant within 15 hexes of the city throughout the game, or kill all Arachnid Queens; otherwise he cannot win the game.

3. Terrans allowed one MI squad or one engineer unit in city/port hex(es) at the start, plus Humanoids. Other Terrans can arrive by drop, soft landing, or spaceport landing on the 5th turn or any

later turn. Terrans need not retrieve units, entire surface of map considered a secure perimeter. Time limit of 15 turns.

**G. Evacuate Humanoids**

1. Arachnids are on offensive, and may only use offensive demolition charges (no defensive). Arachnid player must be so informed.

2. Humanoids MUST be used. Arachnid scores no points for destroying any power, water, or communications installations, but is not informed of this until the end of the game. Any Humanoids, including heavy weapons and fortresses, left on the surface at the end of the game are considered destroyed. Humanoids may be evacuated only in special landing boats, which arrive by beacon or spaceport landing, on the 5th turn or any later turn.

3. Terrans may arrive by drop, soft landing, and/or spaceport landing. Must retrieve all forces, no secure perimeter on map. Time limit of 12 turns.

**H. Raid**

1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.



## TERRAN POINT VALUES



**Initial Army Value**

Points of the initial army value are determined by adding up the value of each of the following units or groups of units:

- 140 each MI (mobile infantry) squad of eight men.
- 20 each MI commander, no more than one per squad allowed.
- 20 each Engineer unit (squad), maximum of 6 allowed.
- 500 Special Talent, maximum of 1 allowed.
- 4 each DAP charge.
- 6 each DAR charge.
- 10 each HNG bomb, maximum of 8 allowed.
- 9 each HE launcher.
- 25 each NUC launcher with four rounds.
- 7 each Listening Device (LD), maximum of 6 allowed.
- 10 each HE demolition charge.
- 40 each NUC demolition charge.
- 30 each Air Car, maximum of 6 allowed.
- 50 each Landing Boat arrival-departure.
- 2 each Capsule for MI initial drop landing (one capsule per man dropped necessary).

**Army Choice Limits**

1. The Terran player must purchase MI by whole squads, he cannot select individual men. MI commanders may be selected individually, in addition to squads, but the number of commanders cannot exceed the number of squads. Normally the Terran player is limited to one platoon of MI, and one section of Engineers. However, he is allowed two of each in an "assault," "occupation," or "recover prisoners" mission.

2. No more than two landing boats may be scheduled to arrive over any three-turn period, but an unlimited number of boats may be used throughout the game, provided each planned arrival is valued at 50 points more. Loss of any landing boat does not jeopardize future landings.

**Final Victory Points**

The Terran player scores victory points for destroying Arachnids, and for destroying Humanoids in the early war scenarios only.

**Arachnids:**



- 1 each Worker destroyed.
- 24 each Warrior destroyed.
- 50 each Engineer destroyed.
- 80 each Heavy Weapon destroyed.
- 75 each Combat Brain killed.
- 125 Master Brain killed.
- 225 Queen killed.
- 200 Brain captured.
- 50 each Prisoner recovered.

**Humanoids:**



- 1 each Worker destroyed.
- 3 each Warrior destroyed.
- 18 each Fortress destroyed.
- 18 each Heavy Beam Weapon destroyed.
- 25 each Heavy Missile Weapon destroyed.
- 100 each Communications plant destroyed.
- 150 each Power Plant destroyed.
- 300 Water Plant destroyed.
- 100 Humanoid Leader killed.
- 200 Humanoid Leader captured.





## ARACHNID POINT VALUES



### Initial Army Value

Points of the initial army value are determined by adding up the value of each of the following units or groups of units:

- 350 each Queen and Master Brain (pair), maximum of 3 allowed.
- 75 each Combat Brain, maximum of 10 allowed.
- 80 each Heavy Beam Weapon, maximum of 1 per combat brain.
- 50 each Engineer, maximum of 1 per combat brain.
- 25 one Warrior and one Worker, as a pair, maximum of 5 pairs per combat brain.
- 10 each Defensive Demolition point.
- 7 each Offensive Demolition point.
- 4 each Prisoner Cell (with one prisoner).

### Army Choice Limits

1. Each complex requires one Queen and Master Brain, and must have at least one combat brain, and no more than five combat brains. Complex must be either a straight line of brains and queen, or a queen with brains adjacent.

2. Each combat brain must have at least one Heavy Weapon, Engineer, Warrior or Worker. It need not have the maximum allowance.

3. An entire hive-complex may not have demolition points exceeding five times the number of combat brains within the complex (i.e., a complex with the maximum of five combat brains could not have more than 25 demolition points). Points may be offensive or defensive, or a mixture.

4. Prisoner cells may be added to a complex to REDUCE its value. A complex may not have more prisoner cells than it has brains (including the master brain).

### Final Victory Points

The Arachnid player scores victory points for causing damage to the Terrans, and for destroying Humanoids in late war scenarios only.

### Terrans:

- 10 heavy damage to MI (but no worse damage inflicted), per man.
- 20 each MI suffering WIA, but ending the game retrieved by boat or within perimeter.
- 75 each MI suffering WIA, and captured, or ending the game outside boat or perimeter.
- 30 each MI suffering KIA, but ending the game retrieved by boat or within perimeter.
- 60 each MI suffering KIA, and captured, or ending the game outside boat or perimeter.
- 35 each Engineer squad destroyed.
- 500 Special Talent destroyed.
- 30 air car destroyed.
- 100 landing boat destroyed.
- 1 each HE launcher, NUC launcher, or Listening Device lost (destroyed).



### Humanoids:

- 1 each Worker destroyed.
- 3 each Warrior destroyed.
- 18 each Fortress destroyed.
- 18 each Beam Weapon destroyed.
- 25 each Missile Weapon destroyed.
- 100 each Communications Plant destroyed.
- 150 each Power Plant destroyed.
- 300 Water Plant destroyed.
- 100 Humanoid Leader killed.
- 200 Humanoid Leader captured.



## HUMANOID POINT VALUES



### Initial Army Value

Humanoids may be added to Arachnid initial army value in early war scenarios, or to the Terran in late war scenarios. Add up the value of each of the following units:

- 1 each Worker, maximum of 11, must use at least one
- 3 each Warrior, maximum of 25
- 18 each Fortress, maximum of 14
- 18 each Heavy Beam Weapon, maximum of 11
- 25 each Heavy Missile Weapon, maximum of 6
- 40 each Decoy Station, maximum of 8

The real communications, power and water plants add nothing to the initial army value.

### Special Limits

1. Each Heavy Beam and Heavy Missile weapon must be matched by one Warrior. Number of Fortresses may not exceed the number of Warriors.

2. One worker is required. Any one worker is secretly designated the Humanoid Leader, see special additional rules.

3. All three communications stations may be combined into one giant super-station, represented by only one marker; if destroyed, the super-station counts as the loss of all three stations. Both power plants may be combined into a similar giant super-plant.

4. Communications stations may not be placed in rough terrain, nor may the water plant be placed in barren terrain. No more than one installation may be placed in a city/port hex. No installations may be placed in EE7 or FF5 (landing pad hexes), marsh hexes (type W planet only), or ocean hexes (type O planet only).

### Final Victory Points

Compute based on normal final victory points allowed to that player (see Terran or Arachnid points, as appropriate).

2. Terrans must destroy or capture at least one Arachnid Brain or Queen, or they cannot win regardless of points.

3. Terrans arrive by drop and/or soft landing. They must be retrieved by the end of the game. Time limit of 16 turns.

### I. Assault

1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.

2. Terrans must destroy all queens, or they cannot win regardless of points.

3. Terrans arrive by drop and/or soft landing. Terrans may either consider the entire map a secure perimeter and use a 20 turn time limit, or have no secure perimeter and retrieve force, and use a 26 turn time limit. Terran must make selection before the start of the game.

### J. Occupation

1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.

2. All other conditions same as the early war mission.

### K. Recover Prisoners

1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.

2. Terrans must recover all surviving prisoners from cells, or they cannot win.

3. Terrans may arrive by drop, soft landing, and/or overland via any one edge. Map is considered secure perimeter area, but recovered prisoners must be retrieved from the surface via landing boat before the end of the game, or Terran cannot score victory points for them. Time limit of 30 turns.

## ADDITIONAL SPECIAL RULES

### A. Terran Arrival

1. **MI INITIAL DROP:** each MI platoon dropped uses a separate direction of launch and individual unit drift procedure. If parts of a platoon are dropped on different turns, each new turn requires a new direction of launch, as well as individual unit drift. The exact turn of drop must be specified before the start of the game, in writing (may be kept secret from the Arachnid player). Location of MI drops need not be specified.

2. **SOFT BOAT LANDING:** one or more landing boats may transport ANY Terran forces to the surface, using the soft landing procedure, including beacons. Each new turn, a new direction of launch is required for landing boats, but two boats landing on the same turn use the same direction of launch. The original target HEX and turn of landing for each boat must be secretly noted in writing before the start of the game.

3. **OVERLAND:** any troops may arrive overland, over any ONE of the four map edges, ONLY if the scenario permits. The edge selected must be noted in writing before the start of the game. Exact quantity of troops arriving on any turn is at the option of the Terran player.

4. **SPACEPORT LANDING:** in some scenarios, landing boats may use a "Spaceport Landing" instead of normal soft landing procedure. In a spaceport landing, only the turn of arrival must be specified. The boat will AUTOMATICALLY land on that turn, without use of beacons, on either hex



FF5 or EE7, as the Terran player desires. Landing is impossible if any Arachnid demolition charge or Terran demolition charge or nuclear rocket has exploded in the spaceport hex. If both hexes are knocked out, no spaceport landings are allowed, and all boats scheduled to land cannot, for the ENTIRE game. There is no direction or launch or drift in spaceport landings.

5. **BOAT LOADING:** the Terran player must specify exactly what troops are loaded into each boat before the start of the game, as well as specifying the exact contents of each drop. Drops and landings may be cancelled, or boats landed but their cargo cancelled (left behind), but plans cannot otherwise be altered. Cancelled forces still count toward initial army value, but are considered surviving fully operational troops, and thus do not count toward the enemy final victory value.

#### B. Aircar Transport

1. Aircars may carry up to five MI instead of an engineer squad. A special talent may be loaded with either. An aircar cannot carry both MI and engineers simultaneously.

2. MI transported by aircar are reduced to 2 MP when loading, and 2 MP when unloading. MI may not load using extended jump movement, but may use extended jump on the turn they unload from the aircar. MI transported by an aircar cannot use any of their weapons, and like engineers, defend as one unit, using the defensive value of the aircar.

#### C. Humanoid Leader

1. If any Humanoids are used, at least one worker must be included. Any one worker is secretly recorded by the player controlling the Humanoids as the "Leader" of the Humanoids (use the worker ID numbers).

2. If a Humanoid leader occupies a fortress, no other Humanoids are allowed within that same fortress.

3. A Humanoid leader will automatically surrender if in a hex that contains a fully operational enemy, but no friendly units (fortresses, other installations, disrupted, WIA or KIA friends do not count). When the leader surrenders, he is "captured" and remains in possession of the captor as long as surrender conditions continue to exist. Stunned or disrupted or WIA M.I. cannot capture a Leader, but an MI with heavy damage can make a capture.

4. A captured Leader can be carried by MI like a wounded man. He can be carried by any Arachnid worker or warrior without penalty. A player may not voluntarily direct any weapons at the captured leader, including ranged weapons firing into the hex, which would affect the leader, or explode demolitions that might kill the leader. This limit ONLY applies as long as the leader is in a captured state. Capture is permanent whenever the Terran player loads the leader aboard a landing boat and the boat leaves the surface, or whenever the Arachnid player gets the leader into a prisoner cell.

#### D. Arachnid Offensive Demolitions

1. The Arachnid player may store demolition charges, in a non-explosive mode, in a brain cell. During the game, that brain's engineer can carry them into any hex of the tunnels, or set them into any hex adjacent to the tunnel net of the brain. This is a special function, and prevents the engineer from opening a breach, building or repairing a tunnel, or performing any other special function. The engineer can move after emplacing the charge, during normal movement. An engineer can only lay one charge per turn, maximum.

2. Once the engineer lays the charge, it is considered active at the end of that special function phase, and can be set off any time.

#### E. Arachnid Cell Creation

Whenever the Arachnid player carries a Terran MI or Humanoid Leader underground, he will immediately create a prisoner cell in that tunnel system to hold the captured man, even if it is a KIA casualty (Arachnids are so unfamiliar with Terrans, they have a difficult time distinguishing WIA from KIA). No special engineer work is necessary, the cell is presumed ready and waiting, but is only drawn on the map when it is put into use.



### MISSION SELECTION KEY—EARLY WAR

### MISSION SELECTION KEY—LATE WAR



Ace & King of spades: Raid, planet A (AA).  
Queen of spades: Raid, planet B (AB).  
9, 10 or Jack of spades: Raid, planet H (AH).  
8 of spades: Raid, planet M (AM).  
7 of spades: Raid, planet O (AO).  
6 of spades: Raid, planet R (AR).  
5 of spades: Raid, planet T (AT).  
4 of spades: Raid, planet W (AW).  
3 of spades: Diversionary Attack, planet B (BB).  
2 of spades: Diversionary Attack, planet D (BD).  
Ace of hearts: Diversionary Attack, planet G (BG).  
King of hearts: Diversionary Attack, planet H (BH).  
Queen of hearts: Diversionary Attack, planet M (BM).  
Jack of hearts: Diversionary Attack, planet O (BO).  
10 of hearts: Diversionary Attack, planet R (BR).  
9 of hearts: Diversionary Attack, planet W (BW).  
7 or 8 of hearts: Occupation, planet A (CA).  
6 of hearts: Occupation, planet B (CB).  
5 of hearts: Occupation, planet D (CD).  
4 of hearts: Occupation, planet G (CG).  
2 or 3 of hearts: Occupation, planet H (CH).  
Ace of Diamonds: Occupation, planet M (CM).  
King of diamonds: Occupation, planet O (CO).  
Queen of diamonds: Occupation, planet R (CR).  
Jack of diamonds: Occupation, planet T (CT).  
9 or 10 of diamonds: Occupation, planet W (CW).  
6, 7 or 8 of diamonds: Assault, planet A (DA).  
5 of diamonds: Assault, planet B (DB).  
2, 3 or 4 of diamonds: Assault, planet H (DH).  
Ace of clubs: Assault, planet O (DO).  
King of clubs: Assault, planet R (DR).  
10, Jack or Queen of clubs: Assault, planet T (DT).  
9 of clubs: Assault, planet W (DW).  
8 of clubs: Capture, planet A (EA).  
7 of clubs: Capture, planet B (EB).  
6 of clubs: Capture, planet D (ED).  
5 of clubs: Capture, planet H (EH).  
4 of clubs: Capture, planet O (EO).  
3 of clubs: Capture, planet R (ER).  
2 of clubs: Capture, planet W (EW).



Ace of spades—Defend Humanoids, planet A (FA).  
King of spades—Defend Humanoids, planet B (FB).  
Jack or Queen of spades—Defend Humanoids, planet H (FH).  
10 of spades—Defend Humanoids, planet O (FO).  
9 of spades—Defend Humanoids, planet R (FR).  
8 of spades—Defend Humanoids, planet W (FW).  
7 of spades—Evacuate Humanoids, planet A (GA).  
6 of spades—Evacuate Humanoids, planet B (GB).  
4 or 5 of spades—Evacuate Humanoids, planet H (GH).  
3 of spades—Evacuate Humanoids, planet O (GO).  
2 of spades—Evacuate Humanoids, planet R (GR).  
Ace of hearts—Evacuate Humanoids, planet W (GW).  
King of hearts—Raid, planet A (HA).  
Queen of hearts—Raid, planet B (HB).  
Jack of hearts—Raid, planet D (HD).  
10 of hearts—Raid, planet G (HG).  
9 of hearts—Raid, planet M (HM).  
8 of hearts—Raid, planet O (HO).  
7 of hearts—Raid, planet R (HR).  
6 of hearts—Raid, planet W (HW).  
4 or 5 of hearts—Assault, planet A (IA).  
2 or 3 of hearts—Assault, planet B (IB).  
Ace of diamonds—Assault, planet D (ID).  
King of diamonds—Assault, planet G (IG).  
Queen of diamonds—Assault, planet H (IH).  
Jack of diamonds—Assault, planet M (IM).  
10 of diamonds—Assault, planet O (IO).  
9 of diamonds—Assault, planet R (IR).  
8 of diamonds—Assault, planet T (IT).  
7 of diamonds—Assault, planet W (IW).  
5 or 6 of diamonds—Occupation, planet A (JA).  
4 of diamonds—Occupation, planet B (JB).  
3 of diamonds—Occupation, planet D (JD).  
2 of diamonds—Occupation, planet G (JG).  
Ace of clubs—Occupation, planet H (JH).  
King of clubs—Occupation, planet M (JM).  
Queen of clubs—Occupation, planet O (JO).  
Jack of clubs—Occupation, planet R (JR).  
9 or 10 of clubs—Occupation, planet T (JT).  
8 of clubs—Occupation, planet W (JW).  
6 or 7 of clubs—Recover Prisoners, planet A (KA).  
4 or 5 of clubs—Recover Prisoners, planet B (KB).  
3 of clubs—Recover Prisoners, planet H (KH).  
2 of clubs—Recover Prisoners, planet T (KT).



# The Road to Berlin

by J. Richard Jarvinen

You've survived the powerful panzers. You've survived the dreaded Stukas. You've survived the onslaught of the world's most feared army. You sit back, contemplate the forces before you and think wickedly to yourself, *and now, it's my turn . . .*

One of the great satisfactions of playing the role of Stalin in *The Russian Campaign* is the welcome feeling of relief that comes after enduring the rigors and hardships of the first several years. And then, if you're lucky or have played well (or both?), there comes a time in the game when the German is finally spent, his armies lying weak and exhausted at the gates of Moscow. Victory has been denied him and all that remains is a shattered army and discouraged commanders. Hitler now faces the burning question that so long haunted Stalin: *can I survive?* The Russian is now put in the role of the aggressor and it is he who picks the points of assault, it is he who smashes through enemy positions and it is he who marches steadily, inexorably across the board to Berlin and victory.

The question of when the Russian player is 'ahead' is a delicate one, for if he assumes the offensive too early in the game, his valuable Guards and armor will be chewed up by the still strong German panzers. But if he waits too long, not even the most rapid advance will get him to Berlin by the spring of '45. Although somewhat simplistic, many players just total the combat factors of both sides which are currently on the board and compare the figures. If the Russian's total is higher, then he is ahead. But because the potential Russian production capacity is so much greater than the German's, the Russian is really ahead even if he is behind in total current combat factors. Why? Well, just examine the two powers' production capability. Assuming the Germans control two oil wells and have units available in the dead pile, the German replacements will total about 38 factors and the Axis allies about 11, giving a total of 49. In many cases this total will be less as certain replacements will not be available or will be smaller than the ones used for computing the total. The Soviet replacements, on the other hand, are not fixed but are tied directly to the number of production factors currently in play. By July of 1942 this total has reached 20 and by March, 1943 it rises to its high of 22. Of course some of these will have been lost in combat, especially those starting the game in the south. Even assuming those lost plus two more due to German luck, there still remains 14 factors of production. As this production is per turn, the yearly rate would be 84, easily exceeding the German's total. After May of 1943 the Russian production is doubled, yielding the rather astounding total of 168 factors per year. On top of this the Archangel replacements can be added ( $3.5 \times 6 = 21$ ) giving 189. Even if Stalin only had 10 factors of production working for him his yearly output would be 141 factors, a figure which makes the Germans' 49 factors wane pale in comparison. But wait a minute, you say. So what if my potential is so great. What good is that when the German outnumbers me by a hundred factors? A valid point, but generally true only in the first year or two. Examine the following table:

At Start	Ger-203	Rus-142
1941	Ger-245	Rus-278
1942	Ger-269	Rus-278
1943	Ger-269	Rus-369
1943	Ger-307	Rus-428
1944	Ger-358	Rus-428

The above figures reflect the total possible number of combat factors each side could have at the end of the given year. Losses and replacements are ignored, while reinforcements and the various garrisons are included in the totals. From the At Start forces, it can be easily seen that the Germans will at first greatly outnumber the Russians, especially when coupled with the tremendous losses the Russian must endure during the first year. But as the reinforcements pour in, the potential total quickly rises until it peaks at the end of 1943, where they now have 121 more factors. The implication is that by that time the Russians can lose 121 more factors than the Germans and still be even. When you consider the greater Russian production, things are really looking up. That rather long-winded explanation explains why the Russian can effectively be ahead even though he may be temporarily behind in total combat factors. My rule of thumb for determining who is 'ahead' is total the Russian combat factors and add to it one-half year's production. When this figure exceeds the Germans' total, I move! Obvious exceptions exist, such as in winter, when German effectiveness is cut in half, or when facing large concentrations of German armor with only a small infantry force.

## On the Move

Now that the correct (I hope) decision has been made to take the battle to the Germans, one problem often crops up that deserves careful consideration. The German is holding some line (usually a river, unfortunately) and you are about to assault it. But should you mass your forces for one giant attack, insuring a breakthrough, or should you spread your units, attacking in several places, but at lower odds? Consider the situation in Diagram 1. Assume it is September, 1943 and the weather is clear. The northern front has been inactive for months, but you have slowly built up your forces and now, with the anticipated reinforcements and replacements, you have a clear advantage. But how would you attack? (You may not enter hex row M, but may use rail lines up to and including hexes which you occupy.)



Before giving you my answer, let me indulge in a little mathematical hand-waving (anti-math freaks are given permission to skip on to the next section). In this particular example, we have the choice of making one large 3-1 attack, or one 2-1 and two 1-1 attacks, or three 1-1 attacks. The chance for a successful 1-1 attack, assuming that there are enough units available in the second impulse to attack should the first impulse attack result be an A1 or AR, is:

$1/3 (EX, DR) + 2/3 (A1, A1, AR, C) + 1/2 (C, EX, DR)$  which equals 66.7%. A Contact result in the second impulse is considered a success as the German will be forced to counterattack in order to hold the river line. The various possibilities therefore for three 1-1 attacks are:

3 Successes	29.6%
2 Successes	44.4%
1 Success	22.2%
0 Successes	3.7%
Expected Number of Successes =	2.0

The expected number of successes (the number you would expect to get on the average) is exactly 2.0 (trust me). The chance of never opening up a hole with three 1-1 attacks is an amazingly low 3.7%. Now let's compute the results for one 2-1 and two 1-1 attacks:

2 Successes	55.6%
1 Success	38.8%
0 Successes	5.6%
Expected Number of Successes =	1.5

Surprisingly the chance of complete failure increases while the expected number of success drops. The last possibility is one 3-1 attack:

1 Success	94.4%
0 Successes	5.6%
Expected Number of Successes =	0.94

The result is actually worse than the second case. From this analysis we can conclude that the multiple low-odds attacks are far superior to one high-odds attack. For the Russian the 1-1 attack now becomes a potent weapon. The one bad feature of low-odds attacks is that your loss rate will be much higher than with the one high-odds attack. Offsetting this is that the German loss rate will also be slightly higher. As the two primary objectives when on the offensive are to eliminate German units and open holes in his lines, this drawback is almost insignificant, especially when you consider the Russian's far superior replacement rate.

The decision has thus been made to opt for three 1-1 attacks (those who don't believe but skipped the previous paragraph had best go back and study it). Examine Diagram 2 for the solution. Note the placement of the reinforcements and replacements, which is critical if second impulse 1-1s are desired when the first impulse attacks fail. In fact, with the given positions, it may be possible to get 2-1 attacks on the units on G-17 and J-17. The only case in which this would not be possible was if the results for all three attacks in the first impulse were A1 (only a 3.7% chance—proof left to reader).

In some cases you may want to take one large high-odds attack rather than several low ones. For instance, if you could assure a breakthrough in the line, you might then be able to surround a large force that you might otherwise not have been able to reach. Another case is where you have a chance to



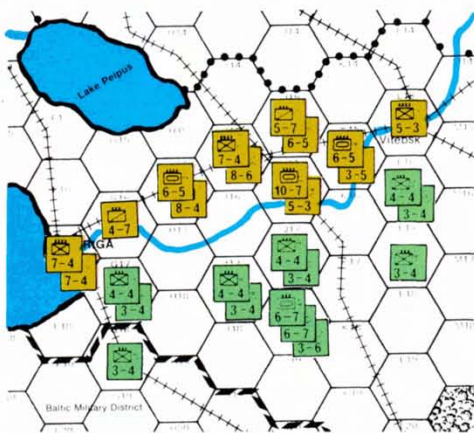


Diagram 2—"1st Impulse Attacks" (Sept '43)

eliminate several German armored units (always lots of fun).

This principle of many low-odds attacks holds true in the case of just two attacks or for four or more. The point is to attack as many positions as possible, exposing the maximum number of German units to possible elimination and opening up as many holds as possible, forcing the German to stand and fight on unfavorable ground or withdrawing to a new line. When properly executed, this Russian steamroller tactic is literally overwhelming.

#### The Berlin-Bucharest Connection

Another important consideration in any Russian offensive is the severing of the rail line from Berlin to Bucharest. Once cut, Hitler is trapped in one capital or the other. If the German has waited too long to make his shift to his desired stronghold (usually Bucharest), the war may end earlier than he expects. Most German commanders recognize this danger and garrison the rail line accordingly. Of course this just helps the Russian cause as units that could be reinforcing the front line are wasting away in the rear areas.

The entire southern region west of Odessa is apparently an easy area for the German to defend. Numerous rivers and high mountains make quick advances difficult. But there are pitfalls, and the Russian commander must be quick to take

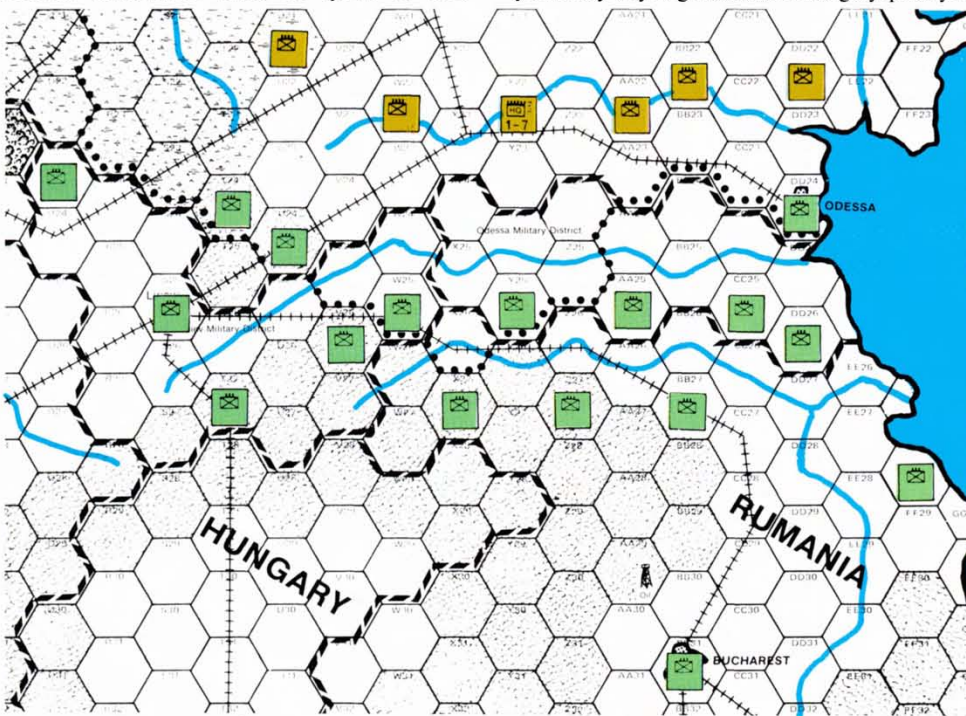


Diagram 3—"German Weakness?"

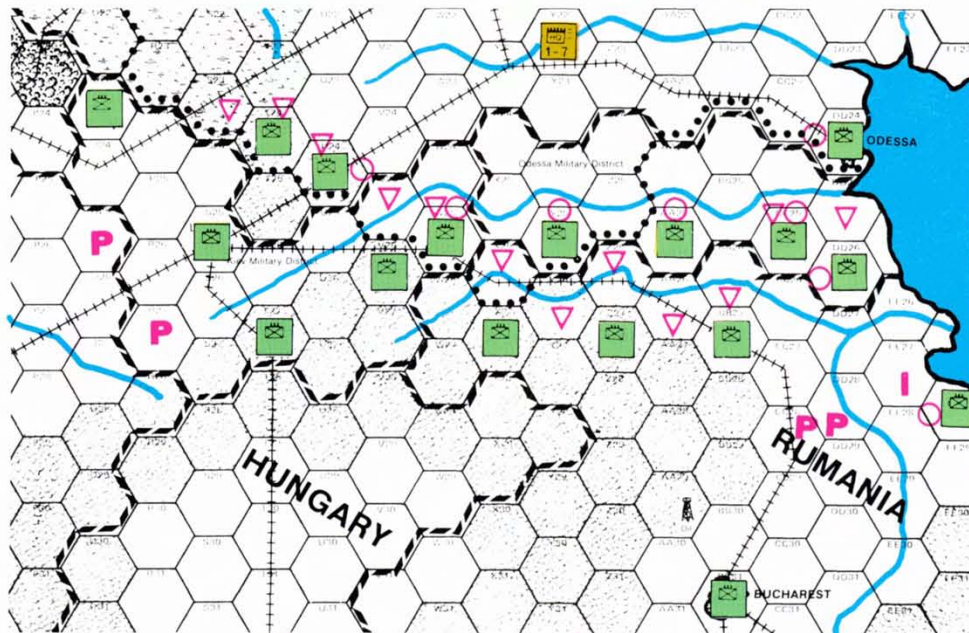


Diagram 4—"Russian Threats"

P—Potential Russian Advance  
P—Paratroop Drop Sites

I—Invasion Sites  
O—Units which could be surrounded

advantage of any slips by the German. Examine Diagram 3 carefully. How many flaws can you find in the German position? Assume it is a snow month and the Russian forces significantly outnumber the Germans.

Diagram 4 indicates potential weaknesses. Most significant is the potential Russian advance, indicated by hexes marked with an X. No less than eight hexes can be reached that would cut the rail line, assuming successful first impulse attacks. Just by driving back the unit on Y-25 and occupying it, the line is cut by a unit which doesn't even have to contest a German unit for it. (The German units on X-27 and Z-27 are badly placed; they should be repositioned to Y-26.) A second way to cut the line is by means of a paratroop drop. Hexes marked with a P are legal drops which all inhibit rail movement from Berlin to Bucharest (or vice-versa). Incidentally a sneaky way to get units into Hungary quickly in

order to make the Hungarians surrender is to use your paratroops. As all Hungarians would immediately surrender when the five unit requirement is met, an unsuspecting German may find himself without some flank protection in a crucial area.

Invasions are often convenient methods for cutting rail lines. If the German unit on FF-28 is weak, an invasion at EE-27 may succeed beautifully. The invading unit can then advance to the rail line or advance to DD-27 in order to surround the unit on DD-26. Or an invasion at GG-28 in conjunction with an airdrop at DD-28 will surround the unit at FF-28. Other units that could be surrounded during the second impulse are on hexes marked with an S. If in the Diagram Hitler is already in Bucharest, paratroopers in DD-28 (all three of them), a large invading unit at EE-27, and a concentrated effort against the front line of the units west of the Z-row may create insoluble problems for the German. I've never been unhappy about winning a game a few turns earlier than planned!

#### More on Invasions

I rarely use both of my invasion opportunities in the Black Sea in any one game. I've never used even one when on the defensive, as I like to save one for breaking river lines in the region from Rostov to Odessa when I finally start my counteroffensive, and I like to hold the other like the sword of Damocles over my opponent's head. Saving your last invasion forces the German to constantly garrison the coast line, drawing units away from the front. Once you have used your last invasion, these units are free to move back to more critical areas.

One questionable strategy I've heard discussed is premature invasions and advancement toward Bucharest with the sole idea of releasing the Bulgarian garrisons. The theory is that a later invasion will stand a much better chance of survival as it won't have to face these additional factors. Personally I think this idea is unsound as any competent German commander can adequately garrison the coast with less factors than were originally released.

#### Creating Weaknesses

Assume it is March, 1945 and you are presented with the situation depicted in Diagram 5. The weather is clear but you only have two turns in which to eliminate Hitler and occupy Berlin to win the game. At first glance the cause seems hopeless.



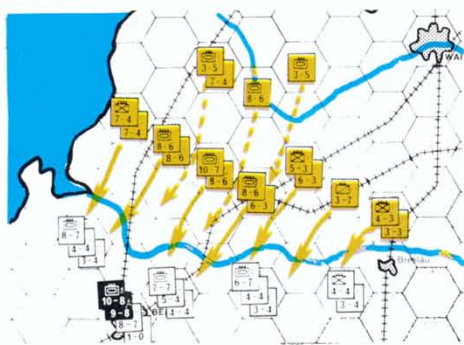


Diagram 5—"Can Berlin Fall?" (March, 1945)

There is no chance to get better than a 1-1 on any of the units in the region of Berlin and Hitler himself is in a position where no less than 56 factors is necessary to attack at 1-1. A casual or discouraged Russian may give in and settle for a draw without even playing the game out. But there does exist a fair chance for a win. Do you see it?

The problem is that the German position is too strong. In order to get a 1-1 against Berlin you must first drive back *both* groups on D-30 and F-31 (only a 11% chance) and then win your second impulse attack against Berlin (33% chance), assuming you can muster the troops to do it. The chance of both these events occurring is less than 4%. Clearly something else must be done. The answer is to create a weakness where none existed before. Take your 1-1s against the stacks in question, but the key is to handle the German retreats in a manner detrimental to him. For example, if you win your 1-1 on D-30, retreat the 39th Armored and 23rd Infantry to B-30, but retreat the 54th Infantry to D-32. (Of course if the result was an EX the 54th would be eliminated, in which case you would retreat the 23rd to D-32.) Now you can move in against this weak unit and place units adjacent to Berlin on D-31, soaking off from E-30. (See Diagram 6.) The units in Berlin will now be forced to attack at low odds and may retreat themselves, killing Hitler in the process as well as opening up the door to the German capital. In Diagram 6 I have assumed the results of the four first impulse attacks against D-30, F-31, H-31 and J-31 to be DR, AI, C and AE, respectively. The retreat of the units defending F-31 is critical. The 8th Guard Armored and 1st Guard Armored are retreated to D-30 (the attack on D-30 has already been executed), the 7th Guard Armored is retreated to G-29 and the 59th Infantry is eliminated. The attack against the units on B-30 is not so much to eliminate them as it is to establish a position for the 8th and 9th Guards to prevent those two German units from easily participating in a counterattack against the Russians on D-32. Should the Russians lose the attack on B-30, the retreating units should go to C-31 (and D-30 if both survive). Note that if the attacks against F-31 or H-31 are successful, those units will be eliminated. The order of attacks is of paramount importance. The 6-1 against the 54th should be taken first, while the soak-off (expensive, but well worth it) should be taken last.

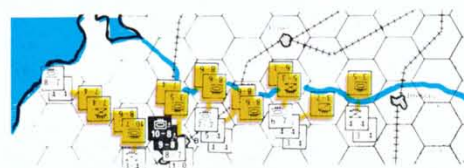


Diagram 6—"Weakness on D-32" (April, 1945)

If the original 1-1 against D-30 fails, there is always the chance of the 1-1 against F-31 succeeding. Then a similar situation to that shown in Diagram 6 can be created. The 3rd Armored and 43rd Infantry are retreated to D-32 while the 8th

Infantry is retreated to F-32 (via Berlin, a legal maneuver verified by Avalon Hill). The weakness is now on F-32, but as the defending unit is stronger the best odds achievable are 4-1. A 4-1 at least assures you of a Contact, however, and this is more desirable than an Exchange, as it leaves more factors adjacent to Berlin.

Thus seemingly impregnable positions can be broken by use of this tactic. In fact the chance of one or both of the critical 1-1s succeeding is 55.6%, which is considerably better than the other strategy yield of 4%!

#### Talvisota

Even when on a major offensive, I avoid any *talvisota* ("winter war") in Finland. For that matter, I also avoid any spring, summer or fall wars in Finland as those people are just more trouble than they're worth. The Finnish army, such as it is, just sits quietly behind the river at A-11, impervious to anything but a 1-1. Even a 1-1 is going to cost at least 20 or 22 factors and if that does win, the Finns are only slowly pushed back into their capital. Once they get entrenched there, you're faced with more 1-1s. The amount of factors involved and time necessary to secure Finland seem futile when you consider that Finland falls automatically in September, 1944. (This assumes you control Leningrad, but if you don't control Leningrad, what are you doing attacking Finland?) So leave them alone and hope they'll leave you alone. Five or six factors on B-10 is usually enough to deter them. Eventually Mannerheim will realize the error of his ways and you'll get your nice little 14th Infantry from the frozen North.

#### Optional Questions

With the advent of the second edition rules for *THE RUSSIAN CAMPAIGN* many previous ambiguities were cleared up and new rules and scenarios added. One new optional rule is the *Sudden Death Victory Conditions* in which each player secretly selects one objective (city, oil well or elimination of a unit) for each year. If during the first clear weather turn of a given year, a player controls both his own and his opponent's objective for that year he immediately wins the game. This rule solved very nicely the myriad of draws that occurred due to the rather restrictive nature of the first edition victory conditions. A weak position can suddenly be turned into a sudden victory because of a well planned and well executed attack. The rule has only minor drawbacks, which I shall discuss later.

For the year 1942 the Russian must select Sevastopol, Kalinin or Kharkov for his objective. Generally Kalinin is the best selection as the other two targets lie in the south and most Germans concentrate their initial thrust in that area because of the three production centers. Kalinin is also easier to defend as it lies near Moscow, a source of many replacements, and any German trying to reach this rather remote town may find himself badly bitten during the winter months preceding the spring of '42. Of the three German objectives, Leningrad, Bryansk and Dnepropetrovsk, Bryansk is the most likely choice. It is not a major city and many Germans like to use that area as a winter staging area. On the off chance that the German has selected Dnepropetrovsk, I like to garrison that city as heavily as I safely can. The German may be forced to attack that city rather than the production cities of Kharkov and Stalingrad in order to protect that year's objective.

1943 brings three objectives, Voronezh, Moscow and Stalingrad, which can cause serious problems. If the war has gone well for the Germans in 1942, he can probably pick any one of these three cities and hold it by spring. The trick is to guess right. I prefer Moscow simply because it is the hardest city for the German to take, and loss of the Russian capital

usually spells doom anyway. However, large garrisons in the other two cities and feints toward them will help cloud the issue. German commanders tend to pick Kharkov as their 1943 objective (Leningrad and the oil well on PP-13 are the other two) because it is the safest choice. It is the easiest to take in the early years and the easiest to defend when the Russian counter-offensive strikes. Keep a careful eye on which city the German seems paranoid about. If you think you know his objective, it might be worthwhile to launch a minor offensive in that area. Even though you may have no chance to take it, the German will be forced to withdraw troops from other areas to protect against your threat. At no point, however, should the German's possible objective be sought to the detriment of your own. As long as you hold your own objective you can't lose, but if the German holds yours, it's very unlikely that you will be able to take his.

1944 presents the most difficult choice to the Russian: Leningrad, Rostov or Kursk. If the war has gone well, there is no problem. Undoubtedly you'll control all three. But if you're anticipating a bad day (or have an extremely strong German opponent) the decision is important. Each of the three have their own advantages, but for this year I prefer to play the player. If you're playing against an opponent who is known to have a predilection for attacking the southern production centers, it is best to pick Leningrad. Similarly if your opponent is a known Moscow or Leningrad hater, pick Rostov. If in doubt, flip a three-sided coin. The German objectives are Sevastopol, Riga and Kiev, an equally difficult choice for him. Again, try to feel him out to see if he reacts more strongly to attempted thrusts at one area than to others.

This brings us to 1945 and the objectives to which I have some mild objections. The Russians have a choice of Bucharest, Berlin or the elimination of the Hitler unit. The German must occupy (or control) Warsaw, Lwow or eliminate Stalin. The first problem with these conditions is that the German player should never pick the elimination of Stalin as his objective. If he has any chance to kill Stalin, who will be hiding as far east as possible, he must already control Warsaw and Lwow. Conversely, if he doesn't control Warsaw and Lwow, he has no chance to kill Stalin. In either case it is much easier to control one of the two cities than it is to try for the Russian leader.

Similarly the Russian should always pick Bucharest as his 1945 objective. The reasoning is as follows: if Hitler is in Berlin (and has no chance to move to Bucharest) the Russian commander will concentrate solely on reaching Berlin. If he traps Hitler in Berlin, the game is his regardless of who controls Bucharest. If Hitler is ensconced in Bucharest, the Russian will now direct his forces against the Romanian capital, ignoring Berlin. If he also controls Warsaw and Lwow, the game is again won when Bucharest falls. Note that in either case you must control Warsaw and Lwow by the first clear turn of 1945. This leads to my third and most serious objection. All the German needs to win is to control Warsaw and Lwow by this time. But if he controls these two cities, he undoubtedly controls Bucharest and Berlin, both of which are Russian objectives. He won't have to fight for his opponent's possible objectives in order to win, as in the earlier years. It is also the only year in which a player's objectives are closer to his opponent than to himself. Switching the cities for each player (i.e., make Warsaw and Lwow Russian objectives and make Bucharest and Berlin German objectives) and ignoring the elimination of leaders helps somewhat but is not entirely satisfying. When using optional victory conditions I prefer to ignore the 1945 objectives completely.



A.H. Philosophy . . . Continued from Pg. 2, Col. 3

Bruno Sinigaglio have been characterized by our falling all over ourselves trying to give the game away to the other fellow when one of us makes a mistake. It is this type of comradery which is the ultimate prize to be gained in wargaming or any hobby endeavor.

One problem thus addressed, let's turn to some more as provided by letters from the readers.

Dear Mr. Greenwood,

I hate to trouble you with some complaints you probably have no control over but, as the Avalon Hill public relations man so to speak, I will now commence to jump on your back.

I've been playing AH games seriously for about two years now and have subscribed to the *GENERAL* during that period. As I read through your magazine I can't help getting the feeling that I've missed something. It's like missing the first half of *Colombo* and trying to catch on. For example, the old Russian set-up for *STALINGRAD* you say. Huh, hold on a minute, what standard Russian set-up? Then there's the (I imagine you must consider this a cliché) usual opening moves for *AFRIKA KORPS*. I've been trying to piece together these moves from *A.K.* series replays but, I'm still not certain as to: "the usual opening moves for *AFRIKA KORPS*?"

There is also the matter of the lack of articles on some very good games. For example, *BATTLE OF THE BULGE* is just about your best game (in my opinion anyway) but, the only thing you've printed in three years is a variant. I can't really complain about *FRANCE 1940* since I remember one meager article awhile back. Then there's everyone's hate game (with the possible exception of a Mongolian milkman in Jefferson City, Missouri) *KRIEGSPIEL*. Surely there is something to make this game worth playing. In general, you must realize that we all can't be "hardcore gamers" (this is kinda interesting, Mr. Mueller and his hardcore gamers feel "passed by" while I feel sort of left out). Your newer subscribers are thirsting for old information. Some more booklets like that on *PANZERBLITZ* would be great.

Now for a rather direct question. Why don't you make some new boards for *PANZERBLITZ* like you're doing for *SQUAD LEADER*? It would add a lot of variety to the game.

I realize my next question sounds pretty unreasonable and probably is but here goes anyways. Is there any reason for the virtual exclusion of the South in wargaming conventions? Maybe you could suggest Atlanta for the next Origins.

Lastly, where was the series replay in the last issue? I'm sure the subscribers to your magazine could scrape up a few extra bucks a year for a couple of extra pages.

Jeffrey S. Barker  
Stone Mountain, GA 30087

I am the first to admit that I'm not entirely happy with the article mix of the *GENERAL* as it is presently constituted. The matter of keeping both the 'Old Guard' who have subscribed to the magazine from day 1, and the vast influx of newer readers happy with the same 36 pages is a problem with no real solution. The wants and dislikes of the two groups tend to be mutually exclusive. It would help however if veteran writers would overcome the fault of overgeneralization and not take for granted that the audience knows what 'standard' or 'accepted' moves are. This lack of detail is the biggest fault shared by wargaming authors today and is one of the major reasons I return so many manuscripts.

As to the article mix itself; I don't write them . . . I just choose the best of what's presented. Were I to receive an outstanding *BULGE* or *FRANCE '40* article I would publish it in the next available issue. I can't publish what I don't have. As to *KRIEGSPIEL*, I doubt whether any of our readership possesses the necessary literary

skills to get me to devote space to a subject which is commonly accepted as the joke of the industry. Publication of more *Wargamer's Guide* books appears to be the best solution to in depth study of the old titles and also lessens the problems caused by our continually dwindling stock of available back issues. Work is already in progress on *STALINGRAD*, *AFRIKA KORPS*, *THIRD REICH*, *PANZER LEADER*, and *DIPLOMACY* but these projects have a low priority.

Why no new boards for *PANZERBLITZ*? For the same reason it takes us so long to do the booklets mentioned above. Lack of time . . . research time, art time, press time. There is only so much time in a day and we have to devote the bulk of it to those projects with the largest sales potential. The *SQUAD LEADER* game boards will be offered as part of a series of games and will therefore have a more salable package, and consequently a more receptive audience.

As to *ORIGINS* going south . . . that's simply not our decision. We get only one vote on a board of 9 manufacturers and first a group from the south has to put together a professional bid. The wargaming population density is not strong in the south however and that might detract from its chances as a possible site.

The Series Replay did not appear in Vol. 14, No. 5 because we didn't have one . . . not because we ran out of space. Regardless of how much you pay for the magazine we are limited to a maximum size of 36 pages plus inserts due to the limitations of our binding equipment. Getting well written, legally played, and correctly illustrated replays is not easy. Even when one is presented to us with well written comments, documented moves, and embracing good legal play (which isn't often) we still have to devote weeks to the commentary and illustrations. When we have one, we print it . . . when we don't we don't.

Another reader, James Cohen, voices a related complaint about the *GENERAL*'s content but follows a different tack in laying the blame on management. His version is what we believe to be a commonly held misconception on the part of many readers.

Dear Mr. Greenwood,

The reason I am writing this letter is to finally express a complaint that I have had about the *GENERAL* for the last couple of years. My complaint is concerning the fact that you persist in devoting 50% (literally) of every issue of the *GENERAL* to one game, usually a new release. I understand the importance of advertising new games, but the way it is now, unless a reader has the *one* game that you're pushing this month, he might as well turn to page 18 and forget the rest.

Sure, having three or four, 4 or 5 page articles on a new game is good for sales, but wouldn't one or two, 2 or 3 page articles and a picture on the cover be just as good? I think it would. You should adopt a policy of: a. not having more than two articles on the same subject; b. not having more than 1/4 of the magazine on one subject; c. have at least one or two articles per issue on a "classic".

*THE GENERAL* is printed for two main reasons: to make money for the management (as you called them in Vol. 14 No. 5) by advertising new games, and the pleasure of the reader which has been greatly neglected in the last several issues. Does the average reader like to see 18 pages devoted to a game he doesn't have? Does the average reader like to see the vast majority of his games totally neglected, in favor of some two or three relatively new games that aren't selling well? Does the reader like to see the question box occupied by questions concerning the very game that is just being released?

James E. Cohen  
Louisville, KY 40207

Mr. Cohen's gripe certainly makes a lot of sense on the surface. Unfortunately, it has

absolutely nothing to do with the way I edit the magazine. Management has never dictated what topics should be featured, or even included, in the *GENERAL*. Responsibility for subject selection is mine and mine alone. Were this not the case I would relinquish the post in short order. Any kudos or brickbats for the magazine's content belong exclusively to me.

Why then, do I persist in devoting half of every magazine to one new game? In the first place, there is no standing policy for devoting feature status to new games. It just so happens that the new games are the easiest for our staff to write on with any degree of expertise. Having just concluded a year's exclusive study on a particular game, they are exceptionally well versed in the wherewithal to write a feature length article on that subject. Oftentimes, they have a host of information which for one reason or another didn't make it into the game. The opportunity to use this information in a *GENERAL* feature is too good to pass up. Why does the feature article have to be staff written? It doesn't, we love to feature free lance material from the readership but once again I must resort to the standby—"you can't publish what you don't have". If everyone shares your disinterest in the new games and clamors for more material on the older titles, then why is the bulk of material submitted by the readership based on those same new games? Believe me, I'd love to feature more material on older games and a greater variety of subject matter, but I'm limited with what I have to work with. My responsibility to the readership, as I see it, is to present the highest quality material available in a professional manner. That goal can't be fulfilled by publishing non-existent or poorly written material. In short, if the 'Old Guard' is dissatisfied then they should get moving and submit some quality material on the games they'd like to see covered.

More importantly, I do not agree with Mr. Cohen's premise that the concentration on an in-depth coverage of a new game is all that bad. What he considers weaknesses in the *GENERAL*'s format, I perceive as strengths. It seems eminently practical to me to be able to count on a particular issue of the magazine to contain the answers to the most frequently asked questions of a particular game via the Question Box.

Especially when in that same issue the reader can count on finding a RBG analysis of the game as well as design commentary, strategy, variants or perhaps some historical data all on the same subject along with a contest to test his skill. This seems considerably easier than having to sort through a dozen different issues looking for an RBG here, a contest there, questions & answers somewhere else, etc. Besides, I believe the vast majority of the readership appreciates the in-depth coverage of a new game which allows them to really see what they're going to get for their money when contemplating a purchase. The present format offers far more to the majority of the readership in my estimation. At the same time, we try to offer as much variety as possible in the rest of the magazine. By going to a standard policy of 4+ pp of inserts we have expanded the *GENERAL* to its maximum size and attempt to cram those pages full of as much gaming related material as possible.

I would be more sympathetic to your complaints if it was true that the present feature system is taking space away from a more varied format. Unfortunately, the paucity of quality material from which we have to choose insures that this isn't so. Often times it is not the feature



article which gives us a problem, but rather how we will find enough quality 2 and 3 page articles on other games to fill out the magazine.

And lastly, just so you don't think all of our mail is negative, here's a sampling from a fellow who likes what we're doing. Generally, I dislike printing letters which praise us or condemn any of our competitors. I've always looked down upon that sort of self-serving hype in other magazines and I don't particularly care to exhibit it in mine. I'd rather use complaint letters as a vehicle for expressing why we take the actions we do. It has been pointed out to me however that by following this policy exclusively I may be giving rise to an impression that "gripe" mail is the only kind of feedback we get. Never one to start a trend, I hereby spread a few words of "self praise" upon the waters. Advance apologies to all those who care to label the following as 'Avalon Hill blowing its own horn'. I might also add that the opinions expressed are those of the writer and do not necessarily reflect similar views held by this company or any of its employees.

Dear Sirs:

Although I have been playing AH games for over ten years (I cut my boardgaming teeth on them), this is the first time I have felt the urge to write. This resulted mainly from reading several "letters to the editor" in the *General*, especially the discussion of those letters in the most recent 'AH Philosophy'. It occurred to me that you will never reach any sort of permanent consensus about game design, publishing schedules, specific game concepts, etc. The gaming public is simply too diverse as well as being cantankerously argumentative—perhaps resulting from the widespread affliction of rules-on-the-brain. Nevertheless, I feel that AH is more likely to conciliate the masses of the gaming public than any of the other 'Houses'. This is due, rather ironically, to its refusal to try and satisfy every segment of that public—something that cannot be done in any field of endeavor involving diverse opinions. Hence, the main purpose of my letter is to let you know what I think you are doing right. I hope you will forgive the episodic style of the remainder of this letter, but given the disparate topics, I felt that brief, individual coverage was preferable.

Publishing rate for games has been the subject of several comments recently. Your current rate (about six games a year) is just right. New designs come into the market frequently enough to prevent boredom, yet are spaced enough to allow a relaxed, large scale evaluation of the previous games as well as the old classics. SPI has reached the point of no-return with its massive publishing tide: its games are so little appreciated by its audience that it must constantly renew its title stock in order to survive. It is the classic case of the man who rode the tiger. There are several lessons to be learned from SPI's experience—lessons that I hope AH will take to heart: (1) The wargaming audience is extremely diverse in its interests: some enjoy only tactical armor, some strategic naval games, some ancient era games, the list is practically endless. Publishing on a massive, continuous scale will split this audience into its pet subjects. When your interest is in the Civil War and there are ten games from your favorite company on the subject, you will tend to limit your buying-and-playing—to this topic (obviously not to the exclusion of every other game but still to the degree that you must make a choice between a finite number of titles-and dollars). The best approach, therefore, is to pursue the single largest segment of the market (probably the Modern-WW2 player—I personally prefer pre-WW1 games) and occasionally produce a game for the other segments (say, 20% of the games). This creates a broad audience for the "other segments" will usually buy the more spectacular "main stream" designs since they are not smothered with their own particular fetish; good examples of these "main stream" designs are *Squad Leader* and *Russian Campaign*. I know a gamer who is the classic example of this. He buys nothing but SF and Fantasy games from the other "Houses". Yet, he buys most of the AH releases. Basically, the AH audience is a general one

(no pun intended although it was rather clever). They do not wish to have a massive game publishing schedule; rather, they prefer to put more depth into individual games. They are more broadminded in a gaming sense than SPI advocates. This brings us to the second point: (2) The audiences of the two giant Houses are not the same, they desire different approaches to gaming. Therefore, AH will not especially gain from any attempts at imitation. Rather, by plotting its own, moderate course, it will, in the long run, probably attract those gamers disillusioned with the SPI style. In essence, keep your publishing rate low (4-7 games a year), stick with producing wide-appeal titles (*D-Day*, *Crete*, *Panzerblitz*, *Wooden Ships*, etc.): keeping your publishing rate down is a concomitant of having some wide-appeal titles to publish-look at SPI, they are now coming out with their *fourth*—can you believe it—their *fourth* Battle of the Bulge game. Its true! They probably sold 2000 of the first, 1000 of the second, 500 of the third, and 250 of the fourth), keep your games fresh by running variants and *General* articles about them, and don't worry about the opposition—they will take care of themselves.

In regard to the *General*, I think the magazine has come of age. The color utilization is fantastic! It is so nice to have some color in a gaming magazine finally! Your article 'mix' is usually pretty good. Keep those historical articles around, they give some needed background, as well as intellectual depth, to your games. I also applaud your sticking with the glossy, heavy weight paper. Not only do your issues hold up longer than SPI's, but they have a 'quality' feel. I would rather see your subscription rate go up (which I feel is a real bargain at present prices) than see a cheaper production effort. As the gaming market swings more toward AH, I think you will see the *General* receiving the award for best professional gaming mag.

Still another criticism of AH is its use of out-of-house games. This is pretty silly. If a game is good, does it matter where it comes from? This policy also allows AH to keep its staff small yet provide varied design and topic simulations. It also has saved a number of very good designs from the junkpile—such as *Russian Campaign*, *Alesia*, and *Kingmaker*. These games, due to foreign publication or simple obscurity, would simply have disappeared otherwise, yet each is a classic in its own right.

It would take far too much space to detail my comments on your games. Hence I will simply rate them by placing them in the following categories: Excellent—these games combine playing interest with some sort of lesson or information about the subject. Good—this category covers those games which fulfill either the enjoyable game criteria or the historical lesson criteria. Average—means just that; the game has some points of interest or playability but fails at achieving either position in substance. Poor—games in this category have major failings in either or both of the test criteria. Only those AH games that I have played four or more times are rated.

**Excellent:** *Squad Leader* (this will be the game, the new *Panzerblitz*), *Third Reich*, *Panzerblitz*, *Panzerleader*, *Diplomacy*, *Anzio*.

**Good:** *Starship Troopers*, *Caesar*, 1776, *Kingmaker*, *Russian Campaign*.

**Average:** *War at Sea*, *Victory in the Pacific*, *Richthofen's War*, *Afrika Korps*.

**Poor:** *Alexander*, *Stalingrad*, *Kriegspiel*, *Tactics II*.

My final comment concerns the so-called "monster" games. These unfortunate creations are the result of 1) a misguided belief in the efficacy of the designer to recreate history simply by adding more units and map area; and 2) the ultimate pacifier to the realism/specifics freaks. Now before you go and throw this letter away because you think I'm not going to buy *Rising Sun*, let me make a slight qualification. My personal feeling is that complexity and 'mass' should be contained within the rules and charts of a game, not, I repeat, not within its components. Simple massivity of scale in terms of maps and counters does not make a realistic, let alone good, game. *Third Reich* is an excellent example. Although it is only a 'large' game, the combinations/variants/realism of play is very good. In short, I feel that you should limit your "monster" games in two respects: 1) to the maximum

number of counters that can be 'handled' comfortably—somewhat subjectively, I would place this at 1000 tops (of course that is total, not per side). 2) to the maximum board size that can be deployed on a medium-large kitchen table (i.e., on the usual space available to the gamer); here again I would subjectively estimate that his would be around 48x36 inches (probably the single biggest reason why the "monster" games are never played is the near impossibility of finding a place to set them up in).

I appreciate your hearing me out on these matters and I hope that they might have an influence on some of your gaming decisions. I have been playing AH games for a decade now, and I hope that both you and I will be around for the next decade when I can write you again.

Thomas Shydler  
Las Vegas, NV

## ORIGINS RELEASES

This being our last chance to communicate with you before the big doings in Ann Arbor, we thought you might appreciate a progress report on what we're going to unveil there. This is by no means a concrete assurance of what we'll have finished, but it is more accurate than earlier listings. We reserve the right, of course, to hold back anything not completed to our satisfaction in favor of a later release date.

**CROSS OF IRON**, the first gamette in the *SQUAD LEADER* series, should be ready, but will probably sell for \$10.00 rather than the earlier predicted \$5.00. The scenario list has been expanded to eight and the counter mix greatly enlarged, necessitating the price increase. "A RISING CRESCENDO" has been renamed *CRESCENDO OF DOOM* and has only a 50/50 shot at making the convention. It may, however, be available for a better price if we decide to offer the two together as a package deal.

**BISMARCK** is progressing nicely and should have no problems making the show as scheduled. *GUNSLINGER*, on the other hand, has been shelved temporarily in favor of *MAGIC REALM*—a fantasy offering with the largest art budget an AH game has ever enjoyed. The rising interest in fantasy which has given such priority to *MAGIC REALM* may also mean that *TRIEMER* will be delayed until the fall. The designer insists he can be finished by ORIGINS but it would mean going to press with less playtesting than we'd like.

**THE LONGEST DAY** is still scheduled for ORIGINS release, but problems caused by government offices not forwarding ordered maps are causing alarming delays which could well ruin our best laid plans.

And now for the biggest groan . . . **THE RISING SUN** will not make ORIGINS. The game has progressed a long way since Frank Davis joined us, but not as far as we'd like. If another 3 months will make a difference between a good game and just another game, we'll opt for the former.

★★★★★



**SQUAD LEADER . . . Continued from Pg. 23**  
conclusive evidence, but after casual reflection it seems fairly safe to say that luck played a minimal role in the outcome.

In my estimation, the turning point came during the German 2nd Turn Prep Fire Phase when he failed to fire at the massed Guards in the open at I4. These forces succeeded in eliminating two German squads in K4 and led to the fall of that position. The assault on building N4 should have been delayed while L7 and L6 covered I7's flank by firing into G7. This failure, plus the German's frequent less-than-optimum use of his MGs, were the major factors in the Russian victory.





Gentlemen:

It is a game of *SQUAD LEADER* and the battle hard veteran Captain Jochen Tienham is leading the advance company of the 27th Fusilier Regiment across open terrain unaware of the danger ahead of him. It was to be his job of clearing the Americans out of the railway center known as Bucholz. But the Americans caught sight of his advance and scattered the company into neighboring woods. As Capt. Tienham took refuge in the woods he raised his eyeglasses to scan the town of Bucholz. It is then that he notices something very strange, the town of Bucholz looks familiar. He tries to remember what battles he took place in. Stalingrad could not be the place. Then Velikiye Luki comes into memory. It was January of 1943 when on a dark cold night he led a force of 40 men out of Velikiye Luki in which only 17 lived to see the German lines. It was then that he was awarded the Knights Cross for bravery. But it is 1944, almost 2 years later and he runs across the very same buildings and terrain. He looks again, "yes, it was in that building that I held off a savage Ivan attack, and over there, that was where I was able to break through!" Now Capt. Jochen Tienham knows where he is and knows exactly what to do. "Come on men," he barks, "I know exactly where to go, we will have little trouble mopping up American resistance!"

Yes my friends, how many times has this happened to you? Is *SQUAD LEADER* destined to become yet another *PANZERBLITZ*. Must we make more of those Situation 13's. In *PANZERBLITZ*, how many times have you led an assault against Bednost? Must we be forced to make new mapboards? Are we to do the same thing in *SQUAD LEADER*? God I hope not! I sincerely hope Avalon Hill starts working on those expansion kits, if not, *SL* is going to fall alongside *PANZERBLITZ*. *PANZERLEADER* and *ARAB-ISRAELI WARS*. No doubt about it, *SL* is the finest wargame I have ever played. *PANZERBLITZ* is still fantastic. But I can only play *PANZERBLITZ* once every two months. Too much playing and you get sick of looking at the board! *SQUAD LEADER* is beginning to slip into the abyss. I'm not knocking the games, I only wish Avalon Hill would expand the scope of the game like they promised. I would like to fight on "new" terrain with Tigers, Panthers, T-34/85, armoured cars and a phalanx of other equipment.

Finally, why are no Russians issued the 14-5 mm Anti-tank gun when it was used extensively throughout the war. And I would like to have some German Kubelwagons.

Like I said, *SQUAD LEADER* is the finest wargame I have ever played, but please expand the game before I am forced to make my own boards.

Frank Beattie Avent  
Jackson, Tenn.

Never fear, the gamettes are on their way with plenty of new boards, terrain features, weapons, AFVs, and rules. Six such gamettes are now planned and as long as enough people keep buying them we'll keep making them. That aspect of it is up to you, the players. It will be interesting to determine what effect such added variety has on extension of "game life" to a title.

★★★★★

Dear Sir:

Seeing Michael Zynski, Jr.'s letter, in Vol. 14, No. 5, complaining about Games Centre, I have to come to the defense of the accused.

I have been purchasing games by mail from Games Centre in London for three years. In that time, they have provided me with, among others, the *COLDITZ* game that Mr. Zynski ordered and the original edition of *KINGMAKER*. Their service has been uniformly excellent; and they have always packed the games securely, so that they have arrived in excellent condition.

On my own experience, I would guess that Mr. Zynski's unhappy experience was one of those occasional rail foul-ups that even AH may have been guilty of from time to time.

Gamers who order from England should be aware that sea mail (which is the only reasonable method of shipment, in view of the very high cost of air mail for parcels as big as games) is slow and erratic. Delivery times of two to three months are quite common. But the well-informed and patient gamer may be rewarded with some really excellent games that are hard to find in the United States. Take a look, for example, at *SNIFF* and *LASKA* (both handsomely produced by F. X. Schmid, of Germany), or *CUL DE SAC* (an inexpensive English delight), or *BLACK BOX* (a *MASTERMIND* cousin with a different play appeal.)

David W. Walker  
Watertown, MA

## Letters to the Editor ...

Dear Sirs:

Congratulations to Don Greenwood for his reply to James Mueller's request for new "improved" rules for the AH Classics. Now I'm glad *D-DAY* was updated and agree that *BULGE* is in dire need of revision, but these games were seriously flawed. Any drastic revision of *STALINGRAD*, A.K. or *WATERLOO*, however, would be a cardinal sin! For one thing, if such old standbys are altered, what will it do to competition? With so many different wargames available, it's hard enough for tournaments and a rating system like AREA to mean anything without changing the few games that have become standard tests of wargaming skill. Imagine how master chess players would feel if the USCF suddenly announced that as of now, Rooks will move as Knights and Knights as Rooks while pawns will be allowed to move backwards! Everyone knows that A.K. has a high element of chance involved, but this could be remedied with much less drastic changes than those outlined in Dave Roberts' variant. As for play-balance, it is my opinion that A.K., *STALINGRAD*, and *WATERLOO* are about as well-balanced as you could expect a wargame to be. Indeed, I would be concerned that any revision might upset their delicate play-balance. In closing, I think that any drastic revision of those three classic games would be one of the worst things that could happen to the hobby.

Bruce Remsburg  
Osmond Beach, FL

★★★★★

To the Editor:

I was very interested to see a letter from one JR enthusiast about the combat strengths of certain units. He maintained that the SS units should be stronger and also pointed out changes in the strengths of other units on both sides. I'm going one step further.

1) Upgrade the combat strengths of the 1st and 2nd Fsjr units. I suggest changing them to "4" or even "5".

The Luftwaffe paratroops were The Elite of the German ground troops narrowly upstaged by the SS Panzer units. The paras, after their Pyrrhic victory in Crete, were used by Hitler as a crack emergency force when it was necessary. When the Allies took Sicily and began to land in Italy, Hitler called his paras in to stopgap the defense. The paras were the toughest the Germans had and didn't possess the inhumane fanaticism that marked many of the SS units.

2) Give the 2nd Fsjr unit the status of a full-fledged airborne unit. It should only be capable of making drops however, from Fall '39 to Fall '41. By the time the last para had been buried at Crete, Germany had few trained paras who could actually perform in drops. (Note, the two airborne units should be dropped at the rate of one per turn.)

3) Also concerning the para units, disallow any German drops after Winter '44. By this time, Germany was critically short of transports, experienced pilots to fly them, and paras who could actually jump into combat.

4) Paras are also the elite of most of the armies in the world. An ambitious player might consider changing the combat strengths of the British and American airborne units from "3" to "4". Players may exercise their own judgement regarding the Soviet and Italian units.

5) Many times, the Commonwealth troops in the British forces were of a very high standard. To reflect this, change the combat strength of the 1 Can and Polish armoured corps respectively, to 5 from 4. (The Polish unit in this case would not only represent the Polish commitment, but the Australians, New Zealanders, Indians etc. of the Commonwealth.)

The following are some optional rules:

1) In the event that Britain is conquered, add the following British units to the American force pool:

- 1 Can & Polish Armoured corps
- 2 Can & one 3-4 infantry unit
- One 5-4 air unit

If England surrendered, the Commonwealth troops would not necessarily surrender with them since they have separate governments. It would be likely they would join with the U.S. In the event of English downfall, let the English navy also go to the U.S. or Mediterranean Front. They can be intercepted on the way in the normal fashion.

British units in the Mediterranean Front would not necessarily surrender. Each individual ground, air, and naval (excluding the fleet in Britain) must take the Vichy/Free French determination procedure. An odd die roll would mean the unit stays. An even die roll would mean the unit is eliminated. Units in the Mediterranean draw supply to the U.S. box through Gibraltar or through the Suez at the Suez supply rate.

The units would not actually be getting their supply from the U.S. until the U.S. enters the war. They would be supplied from Canada and the rest of the Commonwealth. In effect, a Commonwealth Army of Commonwealth and remnant British units is left. This force will use the old British data card and have a BRP level of 50 and a growth rate of 40%. (Note, this Commonwealth force also includes any Free French forces)

2) For the "Disposition of Vichy France" rule, add the following:

- 2 if Britain falls
- 1 if Russia falls

3) Add two more 1-3's to the Russian partisan force pool after 1943.

4) Revolts:

If the Soviet Union is conquered, the unemployed Russian player may start a revolt to reclaim his country. He rolls a die beginning the third turn after occupation. A die roll of 1 means a revolt. He is then given 30 BRPs to build any type of force he wishes excluding naval units. The units must be built at least three hexes away from the nearest German unit. These units can trace supply to any Russian hex unoccupied by a German unit. Russian units guarding objective hexes must roll a die to see if they join the revolt. An odd die roll means they become active in the revolt; an even die roll means they remain where they are.

The revolt acts like a functioning power, using the Russian force pool card. It has a BRP base of 60 and a growth rate of 30%.

During a revolt, Germany loses all the BRPs it gained from the Soviet Union that year.

These rules provide greater depth to the game. It is no longer a question of, "Bang, bang, you're dead!" The German player must now struggle with a defiant Commonwealth force still holding onto the Mediterranean. He must also keep strong units in Russia if he conquers it, ready to counter any coup. It also keeps conquered players in the game and with interest.

Barry Link  
Kelowna, B.C.

Among the things people tend to forget when knocking the historical capabilities of units in *THIRD REICH* is that the design was intended not to force an exact recreation of the war as it transpired. Rather, capabilities at the beginning of hostilities are historical and what course the players pursue after that is up to them. Limiting German paratroops as you suggest dictates the course of the game along historical lines regardless of the success the German player may have enjoyed up to that time.

★★★★★

Sir:

Inspired by Richard Hamblen's and Joseph Connolly's articles in the *GENERAL* (Vol. 13-3 and 14-3), I have developed what for me is the definitive French Navy/additional units variant for *WAR AT SEA*. Here it is:

I. British Navy: Add the Tiger and Torch Convoys, using Hamblen's rules in 13-3. Add the port of Gibraltar at the western end of the Mediterranean, also as per Hamblen.

II. German Navy: Add the pre-Dreadnought battleships Schlesien and Schleswig-Holstein (1-2-3, no gunnery bonus) as per Connolly.

III. Italian Navy: Add aircraft carrier Aquila (0-2-6(2)), enters on Turn 6. This Italian effort at naval aviation came nearer to completion than the Graf Zeppelin, and even used some of the latter's equipment and fittings. Add on Turn 1 the cruisers Bolzano, Trento, and Trieste (1-1-8); these ships were the fastest heavy cruisers in the world, but they had insufficient endurance to leave the Mediterranean—only the four 1-1-7 Italians may leave. Additional historical nitpicks: switch the entry turns of Roma and Impero, and on Turn 4 change Littorio's name to Italia.

IV. French Navy: Add port of Toulon (1 repair point, may not be bombed) on the Mediterranean coast of France. Like the French Atlantic port (which should be renamed Brest), Toulon is available to the Axis during Turns 2 through 6. Add on Turn 1, starting in Brest or Toulon, and operated by the Allies, the following ships: battleships Richelieu (4-4-6); Dunkerque, Strasbourg (3-3-6); Lorraine, Provence, Bretagne, Courbet, Paris (not Ocean) (3-3-3); aircraft carrier Bearn (0-1-3(1)); cruisers Algerie, Colbert, Foch, Duplex, Suffren, Duquesne, Tourville (1-1-7). On Turn 2, add Jean Bart (2-6-6) in Brest. Also on Turn 2, before any ship movement, the Axis player rolls two dice for each French ship individually to determine their fate as per Connolly's table. Players might want to shift the die roll numbers around to give the Axis player a better chance of controlling French ships, although the Allies should retain their present 25% chance. Surviving French ships must stay in port during Turn 2; Turn 3 and after, they operate normally for their respective controllers; and at the beginning of Turn 8 all French ships under Axis control are removed (scuttled).

I also use the Prince of Wales/Repulse removal rule, and the Mediterranean POC changes from the Connolly article. If players use the Italian Frogmen unit, with its special attack, they should allow the Allies to attempt an X-Craft raid on the Germans: at the beginning of Turn 6 or Turn 7 (Allied choice), the Allied player rolls one die against one German ship in port in Germany (actually Norway). A result of "5" disables that ship for the entire turn (it may not go to sea); a "6" is a hit and the Allied player rolls again for damage.

The net effect of all this is a succession of highly varied games—the unpredictable French distribution tends to really shake things up.

Sincerely,  
John F. Lyman  
Carrboro, NC

★★★★★

Dear AH:

We're finally getting some good *THIRD REICH* articles in the *GENERAL*, e.g., Dave Botter & Jeff Nordland's recent ones. Gentlemen, keep them coming; there are still plenty of strategies to be explored and written about yet. If only I had time to write and tell you about the strategies I've tried (which didn't work).

I've found *THIRD REICH* to be most enjoyable by mail since it gives one a good three hours enjoyment about every two weeks. A well-played fit game can take a while, so if you don't have the time to allocate, I suggest you try it by mail too. I'll be glad to share my pbm system with anyone who hasn't yet come up with a playable system—just drop me a self-addressed, stamped envelope.

And now to get a gripe off my chest!!! The indexing system that many game companies are using is a disaster: one needs an index just to find something in the index. Rank-ordering the rules by number is useless unless one memorizes the number of the rule. Sure, the way they are set up now is a logical system (Fundamental Rules, Rules of Infrastructure, Rules of Mechanic, etc.), and it makes for an attractive visual presentation, but when it comes down to actually using them, the system doesn't work, that is, one can find the rule faster by paging through the area of the rule book where he remembers the rule to be, than by going first to the Organized Rules Index. In my opinion, the index should be alphabetized and each rule should be followed by the page number, or page numbers, on which information about that rule can be found. I consider myself a veteran JR player and still have to refer to the rules quite a bit. I'd give anything for a good, old-fashioned, alphabetized index (except my *THIRD REICH* game).

Ron Magazzu  
13 MacFarlane Ave.  
Hawthorne, NJ 07506

Give the indexing system used in *SQUAD LEADER* a try. So far the response to it has been very favorable and it makes an extremely complicated game quite playable. We are standardizing our rules indexing for future presentations along either the SL approach, or the Alphabetical outline system which Randy Reed favors.



## READER BUYER'S GUIDE

**TITLE** GETTYSBURG '77 Edition **\$10**  
**SUBJECT** Tactical Representation of the American Civil War Battle

GETTYSBURG '77 garnered a cumulative rating of 3.04, which placed it 25th among the 37 games rated to date. GETTYSBURG '77 is a bit difficult to rate because it consists of three different versions: Introductory, Intermediate, and Advanced. That, in itself, is not all that revolutionary, but the fact that each version utilizes a totally different game system is. Usually advanced versions just add more complex rules to an already established game system, but in GETTYSBURG '77 you learn an entirely new game when you move on to the next level. This caused considerable confusion as raters didn't know which game to rate or whether they should rate all three combined. The Introductory game is far too simple for most GENERAL readers and the Advanced game far too complex for those seeking a fast-paced game. The attempt to be all things to all people probably hurt the game's overall ratings performance.

The game's best showing came in the Mapboard category where it received the 9th best showing to date. A remarkably accurate, colorful, and vivid portrayal of the battlefield, the map was probably hurt by a failure to identify with type certain key positions as well as the general lack of terrain effects on the play of the game. The only other superior performance came in the Realism department where the game ranked 11th overall.

On the debit side, the only worse performance in Completeness of Rules belongs to the now defunct 1914, making GETTYSBURG '77 the

worst AH game currently being published in this vital category. Ease of Understanding was only slightly better, tying TOBRUK for 35th place ... again ahead of only 1914. These ratings are totally unacceptable for a new game, and we'll have to make significant improvements to the rules in the second edition.

**WHAT THE NUMBERS MEAN:** Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than a 6 indicates a dire deficiency and should merit either immediate attempts at redesign or dropping from the line.

1. Physical Quality ..... 2.52
2. Mapboard ..... 2.48
3. Components ..... 2.50
4. Ease of Understanding ..... 4.32
5. Completeness of Rules ..... 3.79
6. Play Balance ..... 3.07
7. Realism ..... 2.46
8. Excitement Level ..... 3.02
9. Overall Value ..... 3.21
10. Game Length ..... 4 hr., 36 min.

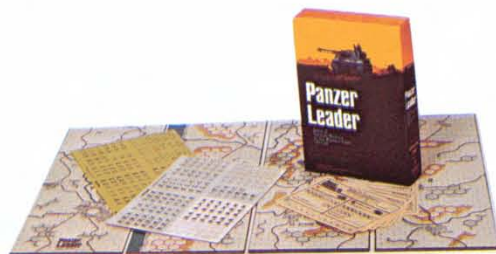


## RICHTHOFEN'S MANEUVER CARDS

Vol. 14, No. 4 of the GENERAL printed a variant for RICHTHOFEN'S WAR which featured the use of a deck of 27 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random luck element, use of the maneuver cards is dependent upon such factors as turning ability, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel

Roll, Falling Leaf, Flat Spin, Immelmann, Loop, Nose Dive, Side-Slip, Tight Circle, and Vertical Spin in an attempt (not always successful) to get on the enemy's tail, rather than just trade shots. This 27 card deck is professionally illustrated and printed and available from Avalon Hill with instruction sheet for \$2.00 plus usual postage and handling charges. Maryland residents please add 5% sales tax.

## COMING UP NEXT TIME



IN AUGUST

## THE QUESTION BOX

### AIR ASSAULT ON CRETE/MALTA:

**Q:** Where does Creforce HQ start, Canea or Suda?

**A:** Canea, in either hex, at player's choice. 'Suda' is a mistake.

**Q:** Is the 'Sea Movement and Combat' example of play correct?

**A:** No. The Allied 2-2-3 unit in the example should be a 2-3-3.

**Q:** Where does the HMS York counter set up?

**A:** On the red dot in hex F-26 (not F-25).

**Q:** If a German 9-9-4 parachute battalion is defending, suppose the Allied player obtains an 'EX' result against it and chooses to remove only one attack strength point. Must the German battalion break-down and eliminate the one strength point HQ unit?

**A:** No. The German player has the option of breaking down the battalion; he is not required to do so. In this case, the German player does not break down the battalion and consequently loses nothing.

**Q:** Suppose two German 2-2-4's attack an Allied 2-2-2 and a coastal artillery unit in the same hex at 2-1 odds and roll an 'EX'. If the German player removes one 2-2-4, the Allied player must remove the 2-2-2. What happens if the German player removes both 2-2-4's?

**A:** Since all of the defending units are totalled into one combined defense strength, the Allied player removes both units (2+0=2) if the German player removes one 2-2-4. If he removes two 2-2-2's, he is simply wasting a unit.

**Q:** Is bomber strength halved if the only AA unit in range is being bombed by other air units?

**A:** Yes. The effects of AA units are determined at the moment the air units attempt to execute aircraft missions. If the AA unit is neutralized before the bomber units execute their bombardment or air support missions, they are not halved. If the AA unit is still functional at the moment the bombardment attack is resolved, the bombers are halved. This would hold true even if the target for the bombardment mission was the AA unit.

**Q:** If there are five stacking points of German infantry occupying Maleme Airfield at the beginning of the German player segment, how many air landing units may land at that airfield during the air landing segment?

**A:** Only one stacking point may land that turn. Airborne, air landing, and sea movement unit may not overstack on their initial placement on the mapboard. Note that this is an exception to the stacking rules which apply only at the end of the movement and combat phases. Airborne units that drift and overstack are not eliminated until the end of the movement phase.

**Q:** May the 42 Coy/RE execute demolition procedures while loaded in the truck unit?

**A:** No.

### Third Reich

**Q:** Must the Sea Escort for a transoceanic SR be based in the port of embarkation?

**A:** Yes - this is why the Naval Movement Phase is so important - even if you only plan to use your fleet for Sea Escort, you still need to plan ahead to have it in the right ports for the SR phase.

## AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
3. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
4. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
5. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
6. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
7. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
8. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
9. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
10. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	2.66	2.05	2.07	2.05	14.0
11. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
12. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
13. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
14. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
15. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
16. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
17. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
18. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
19. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
20. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
21. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
22. AFRICA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
23. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
24. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
25. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
26. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
27. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
28. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
29. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
30. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
31. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
32. D-DAY '65	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
33. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
34. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
35. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
36. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
37. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6



Vol. 14, No. 5 of the *GENERAL* polled a 2.77 cumulative rating which was a .24 drop from Vol. 14, No. 4 but still above our average effort. The individual articles fared as follows in our 1200 point scoring system as based on a random sampling of 200 readers.

SQUAD LEADER First Impressions .....	357
SQUAD LEADER Historical Commentary .....	315
The French Are in .....	119
Game Design: Art or Science .....	108
The Final Line .....	91
Away from the Combined Fleet .....	59
Passing In Review .....	53
The Early Years Reexamined .....	50
Of Bugs, Beams, & Breaches .....	31
Avalon Hill Philosophy .....	17

The Third Annual Greater Los Angeles Simulations Convention will be held June 30, July 1, and July 2 on the campus of CSU Northridge. Tournaments, miniatures, and super-games will be featured. GLASC III will also host DipCon XI. Admission is \$2 for pre-registration and \$3.50 at the door. Dorm rooms will be available. Make checks payable to Fred Abrams. For more information write to: CSUN Simulation Gamers' Assoc., P.O. Box 163, Northridge, CA 91328.

John Hill, designer of *SQUAD LEADER*, is scheduled to be the guest of honor at KAL-CON '78 September 2nd and 3rd in Kalamazoo, MI. Many board game tournaments and miniatures games are being planned. Details are available from Tod Kerschner at 616-327-6420.

THE CITADEL, a hobby shop in Groton, CT, is sponsoring a *RUSSIAN CAMPAIGN* PBM tournament. The format is envisioned as a field of 16 entrants in single elimination competition. Each match will involve a double game (i.e. players play one game as the Russian and the other as the German) played simultaneously using common die rolls for weather and Archangel replacements. The winner will receive \$100 worth of merchandise less shipping and sales tax (CT residents only). Entrance fee is \$5.00. For more details send a stamped, self-addressed envelope to: THE CITADEL, 171 Bridge St., Groton, CT 06340.

The RHODE ISLAND MILITARY MODELERS & WARGAMERS ASS'N appears to have their act together too. At least President Leo Walsh's professionally printed card gives that impression with its motto: "With true understanding comes the ability to avoid actual conflict." Those in the Rhode Island area looking for organized competition should contact Leo at P.O. Box 7, Shannock, RI 02875.

The PLAY-BY-MAIL Systems Exchange Club has been formulated by Lee Bardwell. To join, just send him a PBM system for any AH game in which a PBM kit is not currently available. Also include a SSAE and you'll get copies of other systems sent in by other members for other games. Contact Lee at 169 Homestead Blvd., Mill Valley, CA 94941.

Those sending in potential contests for our puzzle editor shouldn't expect to hear from us until we've actually published your contest situation. That may take several years in some cases as all puzzle submissions are filed according to game and judged only when we are looking for a contest utilizing that particular game. Readers are invited to continue to submit potential puzzles and suggested solutions in the future. Remuneration for published puzzles will be paid regardless of when they actually are received.

## Infiltrator's Report



Every once in a while excellence should be recognized and companies should pay tribute to the players instead of the other way around. Such is the case here as we salute Charley Cottle (above) for winning the prestigious armor miniatures and Outstanding Tactician award three years running at ORIGINS. Yes, Charley plans to attend ORIGINS IV in Detroit to make it four in a row.

We must extend our apologies for not responding to all of the hundreds of volunteers who offered to playtest our new products. We were simply snowed under by the number of highly qualified and interested gamers. We truly wish we could have used all of those who volunteered but it just wasn't possible. Thank you for offering and we hope you'll be just as interested next time we take applications.

The results of the Best Game Awards voting in the British magazine *GAMES & PUZZLES* once again found Avalon Hill games in dominant positions with three making the TOP 20 list. Heading the list for the second straight year was *DIPLOMACY* followed in the number 2 spot by *KINGMAKER*. Rounding out the AH representatives was *ACQUIRE* in 19th place following a year's hiatus from the Top 20.

Empire: *A Complete Rulesbook and Reference Source to the Napoleonic Wars 1796-1815*, by Scotty Bowden (1977 edition). Empire Games, P.O. Box 5462, Arlington, Texas 76011. \$10.00. 101 pages.

Although aimed entirely at miniatures players, this is a book that will prove of interest to anyone interested in wargaming in the Napoleonic period, primarily because of its excellent descriptions of the armies of the various combatants. Without going into extensive detail, suffice it to say that EMPIRE is in a scale of 60/1, and suitable for 15, 20, 25 and 30mm figures. The author expects that each player will generally command from a division to a corps, or from 15,000 to 40,000 men (250 to 700 castings).

All movement, fire, and combat in EMPIRE is simultaneous, with units carrying out pre-planned orders as designated by the players. All charts in the game use 20-sided dice for results, with fire, morale, movement, regimental integrity, ability to form squares, close action, and much more. The rules differentiate between the fighting and organizational structures of the French and all of their enemies, as well as the minor countries (in what other set of Napoleonic can you find rules dealing with the Turks?). Each battalion or squadron-sized unit is classed by its size, fire value, and morale. There are also tables showing the maximum percentage of each army that can be line, light, grenadiers, jagers, etc., with quite a bit of detail (the Austrians, for example, can have 9 different types of infantry and 6 different types of cavalry).

Each nation has several pages of commentary devoted to its military system, which is most helpful to anyone seeking an understanding of why that nation's troops fought as well (or as poorly) as they did.

In summary, this is an excellent reference and rule book for Napoleonic wargamers of every description, and well worth purchasing. The only criticism one might find is in the incredible number of spelling errors.

### NAPOLEON AT BAY: 1814

By F. Loraine Petre, Hippocrene/Arms and Armor: 1977. 219 pp.

One of five excellent military studies of Napoleon's campaigns; this volume was written in the early years of the present century. The author belongs to the pre-1914 school of detailed narrative historians, and this work is one of the best accounts of the campaign of France 1814 available. Petre deals at length with the military and diplomatic events of 1814. Included is extensive data on strengths, movement and organization of all the armies involved. The maps are precise and adequate, and enhance the work when continuously referred to while reading the text. This book is a must for all Napoleonic enthusiasts, and in particular, for those interested in the 1814 campaign.

Available now from Hippocrene Books, Inc., 171 Madison Ave., New York, NY 10016. Price: \$14.95.

GRIPED: Those of you sending in Opponents Wanted ads which are not printed on the proper form or a photocopy of same are just throwing your quarters away. We will not take the time to rewrite your advertisement onto the proper form for you. Those not wishing to send coins through the mail may make their 25¢ token want-ad payment in equivalent amounts of uncanceled postage stamps. Readers are also cautioned that "for sale" type ads are accepted only when they apply to discontinued Avalon Hill games. Any non-qualifying ad will be rejected without refund.

The winners of Contest No. 81 who detected the missing German squad and came closest to occupying and defending the stone buildings necessary for victory were: J. Stahler, Silver Spring, MD; B. Meisel, Balto., MD; P. Polli, Palatine, IL; J. Wirt, Chula Vista, CA; D. Carey, Rockaway, NJ; J. Alsen, St. Paul, MN; J. Wells, Seattle, WA; C. Farnum, Holt, MI; O. Nolte, Ridgewood, NJ; and P. Koch, Lincoln, NE.







## GETTYSBURG '77 ERRATA

## RULES CORRECTIONS

- 1) p. 1—Object of Game  
Culp's Hill is U40 not U41.
- 2) p. 7—Combat Qualifications  
Rule 3 is ( . . . see 5) not ( . . . see 6)
- 3) p. 8—Retreat rule 2.  
Change to read: "If the retreating unit is adjacent to more than one unfriendly unit, the controlling player must try to retreat to a hex opposite to one of the opponents' hexes."  
Add "If unable to retreat to an opposite hex, a unit may retreat to any adjacent hex unoccupied by enemy units."  
Add rule 3—If a unit forced to retreat is completely surrounded by enemy units, it is eliminated instead.  
Change rule 3 to 4.
- 4) p. 9—Combat Die Modification Example:  
Change final sentence to read ". . . or +1 final modification . . ."
- 5) p. 12—Change facing diagrams for units in column so that flank hexes are front hexes and the front and rear hexes are flank hexes. Do the same for column diagram on p. 15.
- 6) p. 13—(14.3) Change "Command Limit" to "Control Limit".
- 7) p. 17—(24.2) Change "brigade" to "battleline marker".
- 8) p. 17—(26.0, rule 2) change "Experience Assault Table" to "Current Experience Chart".
- 9) p. 18—(27.0, rule 4) Change "(27.0)" to "(28.0)".
- 10) p. 22—(0.12) Effect, rule 6. Delete last sentence: "The range of influence . . ."

## COUNTERS, CHARTS AND TABLES CORRECTIONS

## Counters

1. The Pegram/Jackson battery counter should be Jenkins/Jackson battery counter.
2. The reverse side of the Basic Game counters, Stuart 1, Stuart 2 and Jenkins have been incorrectly positioned so that Jenkins backs Stuart 1, etc.
3. The Confederate occupation counter labelled D23 must be changed to D24.
4. Change Anderson's coordination level to 3.
5. Weeds brigade of Ayre's division should have a white badge rather than a blue badge.

## Intermediate Confederate Order of Appearance

6. 4 P.M. reinforcements enter at Cashtown, not Chambersburg Pike (both are the same road)
7. 2 P.M. entry—Hoke changed to Avery.

## Advanced Union Order of Appearance

8. All Advanced Victory Point Penalties are awarded to the Confederate player.
9. 8:40 A.M. reinforcements—change Cooper's Bty to Stewart's Bty.
10. Optional Entry—rule 3, change 0.6 to 0.5.
11. Wadsworth leader counter enters with Meredith and Cutler.
12. Rank's battery enters with McIntosh cavalry brigade at 12:20 P.M., July 2.

## Intermediate Game Table (on back of manual)

13. Change all Die Roll modifications from +to- and all-to+ so that situations favorable to attacker are-and situations favorable to defender are +.

## Advanced Game Tables

14. Current Experience Chart Procedure, rule 3. Experience level is 4 (not 3).
15. Casualties Table—Procedure, rule 3. Change casualty points to strength points.
16. Artillery Fire Table—Notes—delete sentence starting with "Any number . . ."
17. Activity Capability Chart—add to Infantry, Cavalry in Battleline column "unit at rest".

## ARTILLERY QUESTIONS

1. Do artillery batteries out of ammunition possess a melee strength?  
A. No.
2. When do batteries move? Which segment?  
A. Each battery may move in any one segment

that the controlling player desires. The same is true for commanders.

3. Can division artillery fire 3 hexes from a different battery belonging to the same corps?  
A. No. It must fire with its division.
4. Can batteries move independently of a commander's influence?  
A. Yes.
5. Explain the artillery field of fire diagram on p. 15, rule 20.0 vis a vis 360° and restricted field of fire.  
A. One battery may fire 360°. If there is more than one battery in the hex, all must fire within the restricted field of fire up to their maximum range.
6. May an artillery battery change its facing in the movement phase while in the same hex without moving?  
A. Yes—and it can fire in the same turn.
7. Why would you want to count howitzers and napoleons as rifled cannon as per rule 24.04?  
A. This occurs only in converting artillery strength to combat strength. It allows all cannon to be counted.
8. May an artillery battery move by "advance movement"?  
A. No.
9. May a limbered battery "expose a flank" during its movement?  
A. No.
10. A battery cannot fire if it is more than 3 hexes from its brigade or division. Does it still have a range of influence?  
A. Yes.
11. What can artillery units or units in column which start in enemy range of influence do?  
A. They either stay where they are or change to battleline and retreat or advance to attack.
12. Can an artillery battery that finds itself in an infantry zone of influence continue to move?  
A. Yes. It must either retreat or unlimber.
13. How are cannon captured?  
A. If an enemy brigade advances into a battery's hex after an involuntary retreat.
- 13a. Can a unit in column capture a limbered artillery battery?  
A. No.
14. Can artillery capture artillery?  
A. No.
15. May batteries move in enemy batteries' range of influence?  
A. Yes.
- 15a. If so, may they change facing there?  
A. Yes.
- 15b. May they face so as to expose a flank to fire?  
A. Yes.
16. Under 20.1 (field of fire) should section 2 be interpreted to mean that if more than one battery occupies a hex, the range of artillery in that hex is limited to 5 hexes no matter what the individual gun's range may be?  
A. No, the restriction is the area enclosed by the heavy lines. Range is not affected by restricted field of fire.
17. Does a battery exert a range of influence as soon as it unlimbers, even though it cannot fire till its next turn?  
A. Yes.
18. Can a battery unlimber and fire in the same turn if it doesn't move?  
A. Yes.
19. By the Activity Cost Chart, artillery may not move into the range of influence of enemy artillery, but in the rules manual only cavalry and infantry range of influence is mentioned.  
A. Only cavalry and infantry range of influence affect artillery movement.
20. If artillery uses heavy fire, one uses 2 ammo factors, but what does one gain for this?  
A. If a heavy fire battery fires at an enemy 3 hexes away, the range is reduced to 1 hex for fire resolution.
21. A limbered battery moves adjacent to an unlimbered battery. What happens?  
A. The limbered battery must stop and the unlimbered battery gets to make a flank fire immediately.
22. Is Calef/Tidball battery limbered at the start of the Advanced game?  
A. Yes.
23. Can batteries from different artillery battalions stack together?  
A. Yes.

24. Are strengths in artillery flank fire tripled?  
A. Yes.
25. May heavy fire be used when artillery is used in combat fire?  
A. No.
26. Does artillery expend ammunition when it is used for combat fire?  
A. No.
27. What happens if an assault on a lone battery is successful, but the attacker cannot advance due to being adjacent to other enemy markers?  
A. The attacker cannot advance and hence cannot capture the battery.

## ADVANCE &amp; RETREAT QUESTIONS

1. Clarification. On the first turn of advance movement, a brigade must move its allotted activity level. Thereafter, it must utilize 6 a.p. If a brigade is partially adjacent to an enemy unit, it can continue to move unadjacent markers up to the enemy line.
2. If a unit has to make an involuntary retreat, but in doing so, it must expose its flanks to flank fire, does it still retreat? (23.4, 30.2)  
A. Yes.
3. Should not batteries also be exempted from advance and retreat?  
A. Batteries cannot advance. Batteries cannot involuntarily retreat. Batteries can only voluntarily retreat.
4. Do units that withdraw while named to attack suffer the 5 d.p. loss?  
A. Yes.
5. Clarification. If there is no hex to which a marker can involuntarily retreat within the concentration limits, it must continue until such a hex is reached. Each additional hex costs 10 d.p..
6. Are all assaults conducted before any advances after combat?  
A. No, a unit can advance before assault if the defending unit made a voluntary retreat.
7. A unit takes a voluntary retreat and is not under the primary control and then rolls a die on the Activity Cost Chart with not enough points to make retreat? How is this treated?  
A. Retreat can always be made. If in the next turn a unit does not have enough a.p., it does not move, but it can remove the a.p. expended from the retreat. It can retreat again.
8. If there are over 8 s.p. in a hex can it voluntarily retreat?  
A. Yes.
9. What happens if a unit in a forced retreat cannot continue its retreat because of the enemy in its rear?  
A. It is eliminated from play.
10. Is rule 31.05 applied only when the advancing brigade advances adjacent to a retreating brigade?  
A. No, only when the advancing marker is to enter a hex occupied by a retreating marker.
11. Can a defending unit which made a voluntary retreat in the previous play turn, make a defender's assault against attacking units which advanced adjacent to them in the previous play turn?  
A. No. It must either remain where it is or it must continue its retreat.
12. Does an attacking unit during "defender's return fire" have the option "to advance into the flank", i.e., does the attacking player have the same options as the defending player when it is not the attacking player's turn?  
A. Yes.
13. Does a unit which has begun to retreat actually have to make a retreat move every turn, or do you have a choice of either "standing pat" with the unit or retreating it?  
A. In voluntary retreat, a unit may "stand pat". A unit must retreat each turn if it is in involuntary retreat.
14. After what phase may a unit advance? After fire combat—assault or both?  
A. After fire combat if enemy makes a voluntary retreat, or assault if enemy makes an involuntary retreat.
15. Must a unit which is defined as "attacking" move adjacent to an enemy unit that turn?  
A. No.
- 15a. Or can that unit advance (using its 6 a.p.'s) without moving adjacent to an enemy unit that

- turn?  
A. Yes, as long as it is within 3 hexes of an enemy unit (23.011)
16. Can a unit defined as "attacking" (must expend 6 a.p.'s) move just one hex and stop upon moving adjacent to an enemy unit.  
A. Yes—22.08 states "as soon as a battleline advances adjacent to an enemy battery or brigade, its move is over for the turn".
17. May a defending unit which has separated itself from its brigade to advance into an enemy flank as per 24.430, still advance if it was initially adjacent to an enemy unit, or must such a unit not have been adjacent to any enemy units to take the "advance into the flank"?  
A. The only restriction is that it is not being fired upon during "fire combat".
18. If a marker or markers are forced to violate the concentration restrictions during, say, an involuntary retreat, what happens to them?  
A. It must continue to retreat until clear of the concentration restrictions. It receives a 10 pt. disorganization penalty for each hex of additional retreat.
19. Does "retreat after combat" and "advance after combat" movement have the same restrictions as retreat and advance movement during the regular movement phase?  
A. Yes.
20. Can a unit retreat even though it exposes its flank to enemy range of influence?  
A. Yes—a flank can be exposed by a brigade in advance or retreat.
21. May an infantry unit in column that finds itself in an enemy zone of influence move?  
A. Yes.
- 21a. Must it change into battleline formation?  
A. Yes.
- 21b. Can it remain in column and retreat out of the range of influence?  
A. No. It must form into battleline. It changes the strength of each marker when converting from column to battleline.
22. Must a unit in the range of influence of an artillery battery, but not infantry or cavalry be named to attack in order to advance?  
A. Yes. This will be changed in a later edition of the rules. For now, reduce range of influence of artillery to 3 hexes but award one disorganization point to a brigade per cannon for any enemy movement within its original range of influence.
23. May a marker containing more than 8 s.p. ever advance as a result of a successful assault or perform a retreat?  
A. A marker cannot assault if at a strength greater than 8 s.p.. It can retreat.
24. Rule 23.4 states that a unit may never be moved in such a way that it would expose its flank to fire. Does this mean that a unit whose flank is already exposed to fire that wishes to retreat cannot move if during the retreat its flank will continue to be exposed to fire?  
A. No. Units may either voluntarily or involuntarily retreat through flank fire or fire.
25. May an attacking unit which begins its movement phase adjacent to an enemy unit advance at all?  
A. Only after a successful assault or if the defender makes a voluntary retreat.
26. Does a unit in voluntary retreat automatically receive 5 d.p.?  
A. Yes.
27. Can a unit voluntarily retreat at any movement rate?  
A. Yes. It does not have to continue its retreat and can stop any time though it cannot perform any other type of movement or attack. A unit in voluntary retreat can automatically use up to 6 a.p.
28. Can advance be less than 6 a.p. if it results in combat?  
A. Yes.
29. Do the penalties of rule 21.7 accrue at the start of a turn or at the end?  
A. Immediately at the end of each retreat.

## ACTIVITY, STRENGTH AND DISORGANIZATION POINT QUESTIONS

1. Clarification. If more than 11 s.p. fire at a brigade marker containing less than 8 s.p., break down strength into largest increments on Breakdown Charts; e.g., 20 s.p. breaks down to 11 s.p. and 9 s.p., 15 s.p. breaks down to 11 s.p. and 4 s.p.



# THE GENERAL

2. Is the Breakdown Chart used for artillery fire?  
A. Yes, it is used for all fire.
3. Can a battleline marker choose to fire at less than its actual strength?  
A. Yes.
4. (21.17) Must a retreating brigade use 8 a.p. in its movement phase to retreat if out of enemy range of influence?  
A. No. Once out of enemy range of influence, it no longer has to retreat.
5. After using the Breakdown chart, can the phasing player state which s.p. are firing so as to allow use of doubling and/or best experience level?  
A. Yes.
6. Are disorganization levels determined immediately as disorganization points are received?  
A. Yes.
7. Under section 7.0 (strength distribution) it states that 6 s.p. is the minimum a non-flank cavalry can be formed at. Does this mean that so long as the non-flank markers are all the same strength, they can be 7's or 8's or is 6 s.p. the minimum and maximum for cavalry?  
A. Six s.p. is minimum strength only.
8. (26.01b) If a marker of more than 8 s.p. suffers casualties in combat fire and is then assaulted, are the casualties removed from the firing portion?  
A. Yes.

## COMMAND QUESTIONS

1. When do reinforcements lose their exemption from the command control rules? The turn they change formation/use lower number of activity points, or the turn after this happens.  
A. The turn they attempt to change.
2. What good is an army commander if he can only use his leadership rating?  
A. An army commander cannot actively participate in the control or coordination of troops. He has some function if utilizing rule 0.2.
3. (15.0) Can any given commander influence any given brigade?  
A. Only those brigades under his authority.
4. Can the distance from a commander to a brigade be traced through hexes adjacent to enemy

- units?  
A. No—unless they also run through a friendly unit.
5. Must commanders pay terrain costs?  
A. No.
6. Does a commander have to be with troops under his authority to add to an assault, i.e., Can Reynolds help XI Corps units?  
A. Yes. A commander can use his leadership rating with any brigade.
7. Can commanders influence more than one assault?  
A. Yes.
8. Why do commanders not aid in rallying disorganized troops as in the Intermediate game?  
A. The idea in the Advanced Game is that once troops start retreating, it is difficult to reverse the momentum unless given a period of peace.
9. Rule 22.9 implies that a brigade not under the primary commander or a reinforcement subtracts 3 from the die roll when rolling for Activity points?  
A. Yes, if the brigade is attacking on its own.
10. What if a brigade commander is incapacitated and replaced and the replacement is also incapacitated?  
A. A replacement brigade commander never changes in rating no matter how often one is incapacitated.
11. Why are all brigade commanders rated at the same leadership level?  
A. Within the scope of the game, their personal influence is built into the morale/experience of the brigade.
12. Do brigades that are in involuntary retreat count against a commander's control or coordination limit (14.3, 21.5, 21.6)?  
A. No.

## BASIC GAME AND INTERMEDIATE GAME

1. On the Basic Game CRT, can a unit attack when the strength difference is 13 or greater?  
A. Yes, use the 11-12 column.
2. In the Intermediate Game, what happens if two adjacent units are adjacent after combat?  
A. The defending player in his turn must move his shattered unit away from the enemy unit(s).

## FORMATION QUESTIONS

1. Clarification—When the term "marker" is used in the rules, it refers to infantry or cavalry battleline and column markers.
2. May a brigade add more than one marker a turn to add to its battleline?  
A. Yes.
3. May a battleline marker fire into more than one hex?  
A. Yes, but only if it is on defense. An attacking marker can only fire at one hex.
4. Is there a cost for reducing the number of battleline markers of a brigade in a turn?  
A. No, except the movement cost accrued by moving the flank marker into the new flank.

## MISCELLANEOUS

1. If a brigade which was named to attack at the beginning of its movement phase loses its attack status as a result of being more than 3 hexes away from an enemy brigade or battery can it be named to attack again at the beginning of its next movement phase?  
A. Yes.
2. Does infantry in column use the same column as "Infantry" and "Cavalry in Column" on the Activity Capability Chart?  
A. Yes. "Infantry" means infantry in any formation.
3. Can a brigade in battleline formation change its type of battleline markers at any time?  
A. Only during its normal movement phase or during advance and retreat movement.
4. Under section 6.2 (formation continuity) it states that a brigade in column "must be positioned so that the head of one marker points to the rear of another". When a brigade is using road movement, do the above conditions apply to just the lead and rear markers or the entire brigade?  
A. When moving in column on or off a road, the head of a marker need only point to the hex occupied by the marker in front of it. The column does not have to be a straight line.
5. What happens if a brigade at rest is fired upon or assaulted?  
A. If fired upon, there is no defensive fire. The attacker automatically gains flank fire. In assault,

the brigade defends at a strength of 1, it can automatically be formed into battleline in retreat, but it receives 10 d.p. in doing so.

6. Can a unit in column change to rest and then change to column formation facing in a new direction (about face)?  
A. Yes. This can be done without the intermediate step of moving to rest. See 19.41.
7. During night turns, is the three hex range affected by friendly units or terrain?  
A. No.
8. Can a unit entrench at night within 3 hexes?  
A. Yes.
9. Can enemy brigades already adjacent at the start of night remain adjacent during night?  
A. Yes.
10. Does an assaulting brigade have to combat fire to be able to assault?  
A. No.
11. Does a brigade in column have a range of influence?  
A. No.
12. What is the maximum number of strength points that can occupy one hex?  
A. There is no limit.
13. Can two battleline markers occupy the same hex with a combined strength greater than 8 s.p.?  
A. Yes, but only 8 s.p. can fire.
14. Can a flank marker contain more than 8 s.p.?  
A. Yes.
15. On page 8, there is a diagram showing the fire distribution of a battleline marker. How is this distribution affected if the marker is less than 8 s.p.?  
A. The strength of the marker does not apply. The fire distribution diagrams indicate the maximum amount of fire that can be directed into each hex by that type of formation marker. A unit can direct less fire into the hex.
16. How does flank fire affect assault?  
A. It has no effect.
17. What is the range of influence of an infantry or cavalry brigade in battleline?  
A. It depends on the type of formation. A diagram of the range of influence for each type is shown on page 15.

## FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Read St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, parts, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

**Hours:** AH Factory Outlet—Tuesday thru Saturday; 9 A.M. to 5 P.M.  
IGB Playtesting—Saturday; 10 A.M. to 5 P.M.

We will now accept game orders by phone from those individuals with currently valid MASTERCARD, BANKAMERICARD (VISA), or AMERICAN EXPRESS credit cards. The number to call is 301-254-5300. Ask for Clo Newton or ext. 34 and state that you wish to place an order for a game. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address. Phone orders are available every Monday-Friday from 8:30 AM to 5 PM. Absolutely *no* collect phone calls can be accepted.

## Solution to Contest Number 81

During movement, the new airborne unit from Britain drops into G-8, the new HQ unit moves to Antwerp to provide next turn's supplies (so new units may be landed), SHAEF HQ moves to G11, and the 8th Armored and 9th Armored, unsupplied and able to move only one hex, move anywhere they can get to. The rest of the units move and attack as indicated below:

Attacking Unit	From Hex	Defending Unit(s)	Odds	Die Roll	Attacker's Final Position	Defender's Final Position
82 air	G11	1SS	1-5	3	anywhere	G10
10 arm.	J8	21 p2r, 9SS	1-2	1	J8	I10
new inf.	I12	11 p2r	1-2	1	D9	I10
44 inf.	J11	3SS	1-2*	2	elim	elim
11 arm	K11	51SS	1-1*	1	J10	elim
78 inf.	D9	331 inf.	1-1	1	D9	elim
new inf.	F10	708 inf.	1-1	1	E9	elim
new arm.	F10	48,148,347	1-2*(s)	1	F9	elim
new inf.	H11	3 para	1-2(s)	1	H10	elim
new air.	G8	2SS	1-2*	2	elim	elim

(note: \*indicates attack is helped by TAC air point)

### TAC Missions:

Mission	Defender
ATT	3SS
ATT	51SS
ATT	48,148,347 inf.
DEF	SHAEF
DEF	new inf. on H10
DEF	new inf. on I11

The German units left on I10 and G10 must counterattack and cannot get better than 2-1 odds (which means German elimination, since the Allies can choose a die roll of "6"). Notice that even if the German units were supplied—which they are not—only the 2nd SS could get a 3-1 (by moving to F10 and attacking SHAEF), and the Allies could choose an "exchange" result and eliminate the German.

With all of the German units doomed, the Allied player wins by clearing the board of German units before the end of the game!

Alternate solutions are possible (and, if correct, will be accepted).



## WE WANT YOU . . .

to write for the *GENERAL*. If you can string words together into an interesting article format on any Avalon Hill wargame, there's a good chance you're just the person we're looking for. You can supplement our literary staff with articles of strategy, game analyses, Series Replays, commentaries, new scenarios, or variants.

All articles should be type-written, double-spaced and accompanied by a self-addressed envelope bearing first class postage. Otherwise, rejected articles will not be returned. Articles should be supplemented with illustrations and/or charts whenever possible.

Commencing with the January, 1977 issue the *GENERAL* will pay \$5 per running 10" column of edited text. Letters to the Editor are not subject to remuneration. Alternatively, authors may elect to take their remuneration in the form of Avalon Hill products, paid at the rate of 150% of the cash remuneration. Note that illustrations and decorative type faces are not subject to remuneration except by prior agreement with the editor. It is generally expected that articles will be accompanied by sufficient illustrations as a requirement for acceptance.

At the end of each calendar year an EDITOR'S CHOICE article will be selected. The author of this article will receive a \$100 bonus and a lifetime subscription to the *GENERAL*.



## COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1 1/2" x 2 1/8" compartments 3/8" deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will *not* be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for \$3.25 per set plus 75¢ postage charges. Postage coupons *cannot* be utilized to order compartment trays. Maryland residents please add 5% state sales tax

## FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and airmail subscriptions to the *GENERAL* are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are *not* subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your *GENERAL* subscription through him which in most cases will result in considerable savings for you.

## MAGNETIC GAMES

Now you can convert your favorite game for vertical display or secure in-play storage with magnetic tape, unmounted boards and just an hour of your time. All you'll need is a metal surface and an unmounted gameboard. We supply the magnetic strips with self sticking adhesive already applied. You just cut the 1/2" x 1' strips into half inch squares and apply them to the unit counters which came with your game. The result is a 1/8" thick counter which will stack six high even when the mapboard is mounted in a vertical position for display purposes. Never worry about that pbm move being jostled again between turns.

Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but that still leaves them with a multitude of uses. NOTE: it will be necessary to be sure that the top portion of all unit counters are uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the counter to the top half of the magnetic strip.

Magnetic strips are available from Avalon Hill for 90¢ a foot or \$7.50 for ten feet. Unmounted mapboards are available upon request for \$6.00 apiece. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.



## PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the *GENERAL*'s many articles on *PANZERBLITZ*—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to *PANZERBLITZ*", it initiates and may very well end the "Best of the *GENERAL*" series as no other game has been the target of a comparable volume of literary attention.

The 36 pp. manual resembles very much an issue of the *GENERAL* except that it is devoted 100% to *PANZERBLITZ*. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear; Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the *GENERAL*, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzerblitz", "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to *PANZERBLITZ* sells for \$3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 5% state sales tax.

## PBM EQUIPMENT

Tired of playing solitaire or humiliating the same opponent day after day? You may be good in *your* game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.

Each kit sells for \$6.90 postpaid and includes enough materials (4 pads) to play virtually dozens of games, including addendum sheets which list grid-coordinates for those games not already possessing them. Half kits consisting of two pads and all the pertinent instructions sell for \$3.50 postpaid.

Kits are available for the following games:

- |                 |                |
|-----------------|----------------|
| *AFRIKA KORPS   | *KRIEGSPIEL    |
| *ANZIO          | *LUFTWAFFE     |
| *BLITZKRIEG     | *PANZERBLITZ   |
| *BULGE          | *STALINGRAD    |
| *D-DAY          | *RUSS CAMPAIGN |
| *GETTYSBURG '64 | *WATERLOO      |



## READER BUYER'S GUIDE

**TITLE** SUBMARINE **\$12.00**  
**WWII Multi-Vessel Naval Game**

**INSTRUCTIONS:** Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. **EXAMPLE:** If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a **GAME LENGTH** rating of "15." Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: \_\_\_\_\_

Good for Complete  
Game Purchase Only

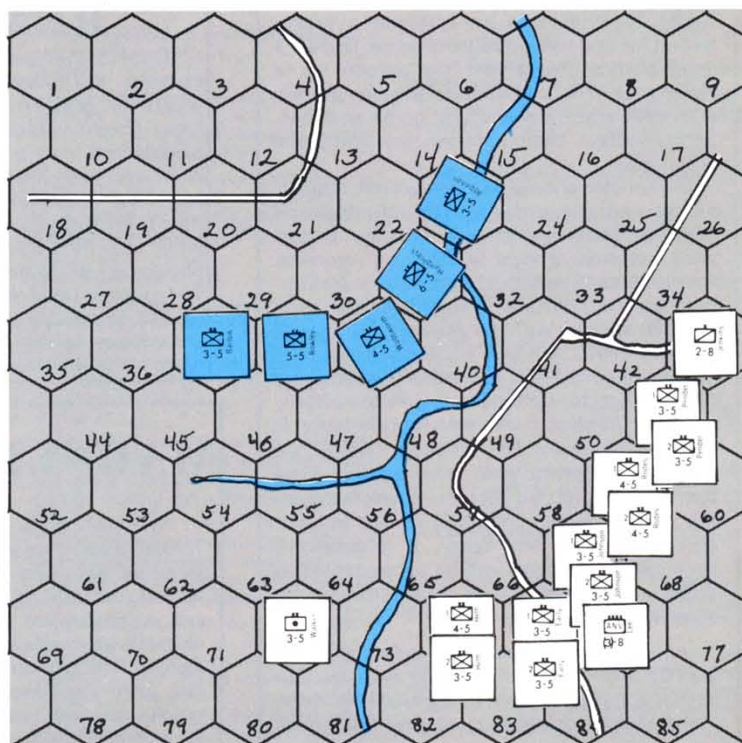
POSTAGE COUPON

The postage coupon is usable only for purchases direct from A.H. No more than 1 coupon can be used per game ordered. Coupons are not usable for parts or item kit orders. Under no circumstances may coupons be used to pay for other than the maximum amount of postage due on any order.

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Valid only in the  
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## CONTEST NUMBER 83



It is the Confederate turn in an Introductory Gettysburg game. All of the rules except the optionals are in use. As the Confederate player, you are to move your units and set up your attacks so as to guarantee the elimination of every Union unit in the diagram by the end of your next turn. This assumes that you roll the worst attack rolls possible and that the Union player rolls the best results in his turn. There are no units in play other than those illustrated in the diagram.

Fill in the chart below indicating the moves, attacks, order of attacks, units lost in exchange and advances and/or retreats, if any, for your units for this turn. At the end of your turn, you should be in a position such that no matter what the Union player does in his turn you will eliminate all surviving units in your next turn.

Unit	Hex Entered	Defending Unit(s)	Order of Attack	Advance Retreat	Exchange
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					

Use hex I.D. given in diagram.

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next *GENERAL* and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

ISSUE AS A WHOLE: ..... (Rate from 1 to 10; with 1 equating excellent, 10= terrible)

Best 3 Articles:

1. \_\_\_\_\_ NAME \_\_\_\_\_  
 2. \_\_\_\_\_ ADDRESS \_\_\_\_\_  
 3. \_\_\_\_\_ CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

## Opponent Wanted 25¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 25¢ token fee. No refunds.
2. For Sale, Trade, or Wanted to Buy ads will be accepted only when dealing with collector's items (games no longer available from AH) and are accompanied by a \$1.00 token fee.
3. Insert copy on lines provided (25 word maximum) and print name, address and phone number on the appropriate lines.
4. PRINT—if illegible your ad will not be printed.
5. So that as many ads can be printed as possible within our limited space we request that you use official state abbreviations as well as the game abbreviations listed below:

Arab Israeli Wars = AIW; Afrika Korps = AK; Alexander = Alex; Anzio = Anz; Assault on Crete = AOC; Battle of the Bulge = BB; Blitzkrieg = Blitz; Caesar's Legions = CL; Caesar = CAE; Chancellorsville = Chan; D-Day = DD; Diplomacy = Dip; France 1940 = Fr 40; Face to Face = FTF; Gettysburg = Get '64 or '77; Jutland = Jut; Kingmaker = KM; Kriegspiel = Krieg; Luftwaffe = LW; Midway = Mid; Napoleon = Nap; Origins of WWII = Orig; Panzerblitz = PB; Panzer Leader = PL; Play by Mail = PBM; Richthofen's War = RW; 1776; Squad Leader = SL; Stalingrad = 'Grad; Starship Troopers = SST; Tactics II = Tac; The Russian Campaign = TRC; Third Reich = 3R; Tobruk = Tob; U-Boat = UB; Victory in the Pacific = VITP; War at Sea = WAS; Waterloo = Wat; Wooden Ships & Iron Men = WSIM.


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